JULY 1991 No.113
£2.75

SU

SINCLAIR USER
For ALL Spectrum owners!

FIRST REVIEW! SHADOW DANCER



GREAT 8

WHAT NO GREAT 8 TAPE! SEE YOUR NEWSAGENT IMMEDIATELY

PLUS
ENIGMA TAPE MAGAZINE
A FULL VERSION OF E.T.M
WITH 2 FREE GAMES &
OODLES OF FREE PROGRAMS

WHAT NO ENIGMA TAPE! SEE YOUR NEWSAGENT IMMEDIATELY

Crosswize, Talking Heads, Gun Head, Solaris, Adventure Quest, Tips Amazing and the Captain's Prized Pokes!

PLUS!! Another prize game, TWINZ! It's on the tape but can you win it? See page 6 for full details!

ENIGMA TAPE MAGAZINE
→ with this issue! News, reviews, games and utility programs - 100% SAM compatible


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SU's PRIZE GAME GIVEAWAY

You've already got the prize - the game TWINZ on the SU tape...But can you win it?



Ho! Other magazines may have competitions but how long do you have to wait for the prizes? Well, wait no longer - this fabby SU competition means that EVERYONE who has a copy of the magazine can win 'cos the prize is already in your grubby little mitts!

IT'S THE GAME TWINZ AND IT'S ON THE SU TAPE.

You know, there's nothing I'd like better than a twin brother. An identical twin borther that is. Just imagine the amount of fun I could have here at SU Towers with a Garthy doppleganger on the loose. I could really make Steve's life a complete misery - imagine sending him from the office to the shop to get the daily chocolate fix in, and then be waiting there when he arrives. I could be all over the building at once adding to the arguement that at Steve's snail's pace he's lucky that he ever completes his one page of writing a month!

Andrea might fall for it too. As she's going through one of her designer label phases at the moment she's really noticing everything that we're wearing - from Steve's latest fashion in head banging scarves tied around his head (probably to hold his far-too-long fringe out of his eyes) to Tony's Black Knight trainers with the go faster stripes and street urchin accessories. Imagine her surprise when she sees me on the ground floor in my Town and Country green wellies and shooting jacket, and by the time she gets out of the lift on the third floor, she's met by me again wearing the latest French fashions. And of course, if my labels were better than hers, she be forced into saying nothing about it - she'd just spend the day wondering around the building in a designer haze muttering to herself.

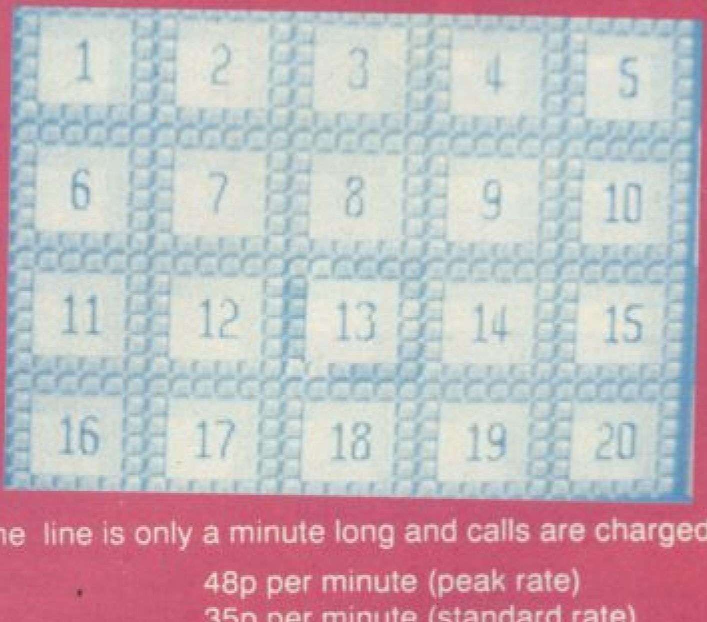
Tony would be trickier to fool though. Our streetwise new kid on the block spends so much time with his walkman 'pounding out da beat mahn!' that he's normally totally oblivious to any outside stimulus at all. It normally takes a head-on collision with a size nine boot to get him to go and get the post. But even HE might be suprised if he got two metal tipped, editorial cowboy boot, size nines promping him on.

But all this talk about twins is cheap. What about winning the game? Well, it's all perfectly simple. All you have to do to play the completely original (and rather sexy) game TWINZ on the SU tape - is to work out a cryptic clue to get the password that will enable you to play the game. You hackers out there can try to hack it - but you can't hack a hacker and our password really is the only way that you're going to be able to play the game.

LESS INTELLIGENT, ADD AT THE END.

It may seem difficult but don't be stupid or dum.
P.S. There are clues even in these last two line.

If you can't work out the answer don't worry - we'll be printing the password to TWINZ in next month's SU for everyone that couldn't get it. And if there's anyone out there who can't guess the clue and can't wait until nexr month, then you can get the password by ringing the number below.



The line is only a minute long and calls are charged at.

48p per minute (peak rate)
35p per minute (standard rate)

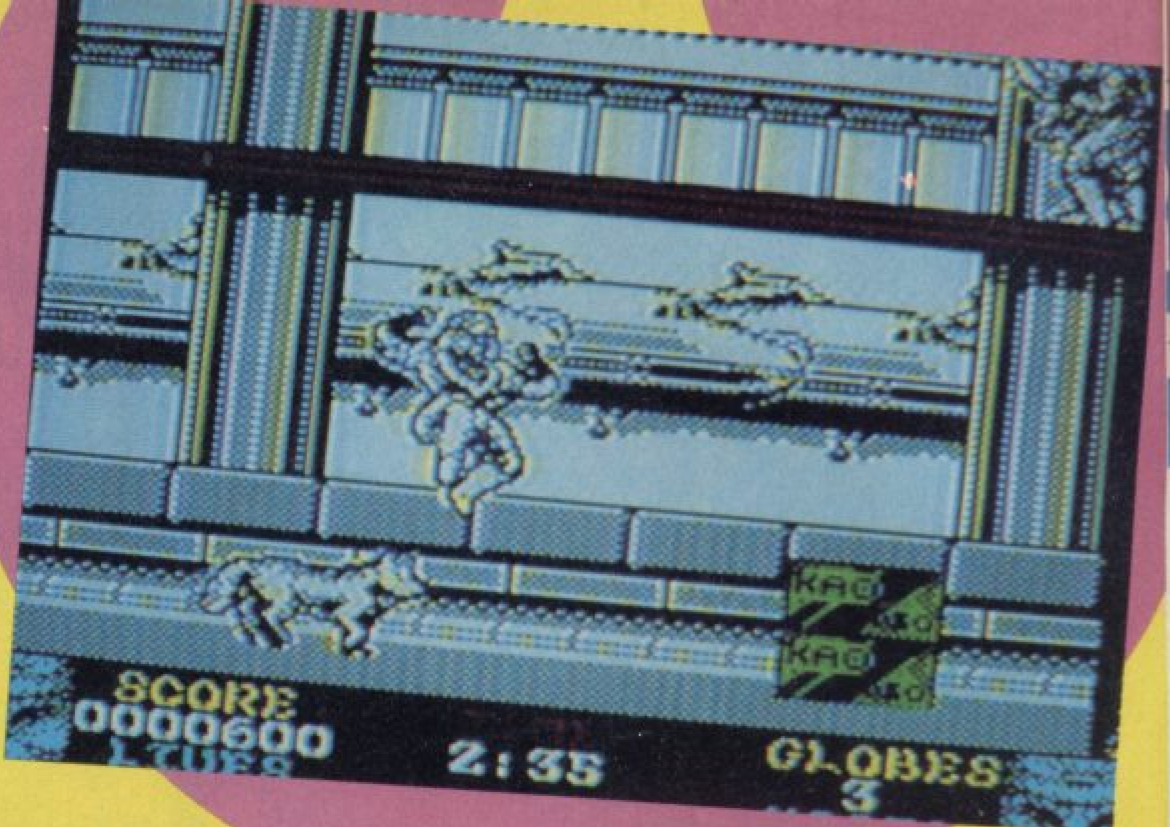
The full controls for the game are on page 7 so what're you waiting for dudes! Let's rock and roll!

0839 500812

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SOFTWARE

GREAT 8 6

Don't pay out £2.99 for a measely 8 games! SU gives you that EVERY month!

FULL GAMES THIS MONTH:
CROSWIZE, TALKING HEADS, SOLARIS, GUN HEAD, ADVENTURE QUEST and the prize game this month, the never seen before game, **TWINZ** (see page 6 for details)
And don't forget **TIPS AMAZING** and the good ol' Captain's **POKES!**

ENIGMA TAPE MAG 7

Special with this issue is **ENIGMA TAPE MAGAZINE** issue 9. Yes, a full mag on its own tape - including News and Views, **TWO FULL GAMES** and a host of oh-so useful **UTILITY PROGRAMS.**

PREVIEW 8

Alien Storm - the mega game of the arcades is coming soon to a Spectrum near you!

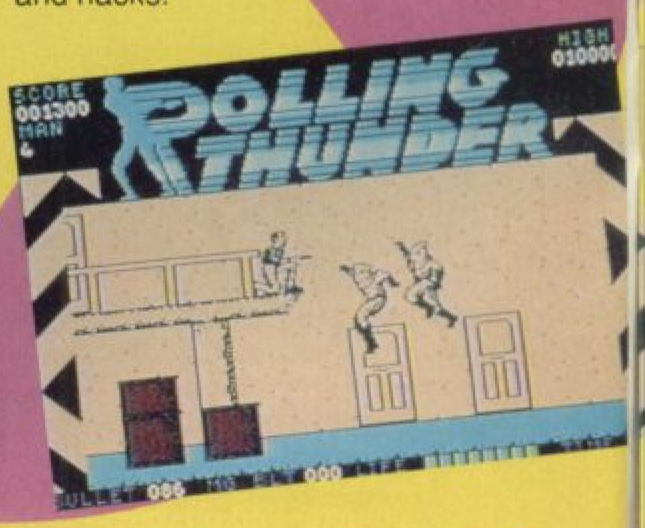
READERS LETTERS 10

SUCK UP 12

Your chance to blag a bit of freebie software by giving us a ridiculous reason why you should have some!

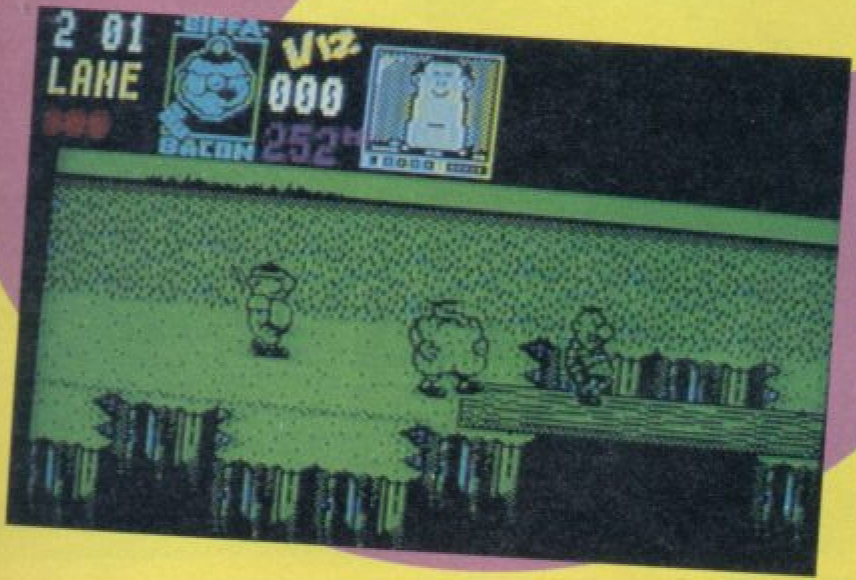
HACKING SQUAD 16

You said that you wanted more and so this month there's the complete solution to Fantasy DIzzy plus all the usual cheats, tips and hacks!



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SU CREW

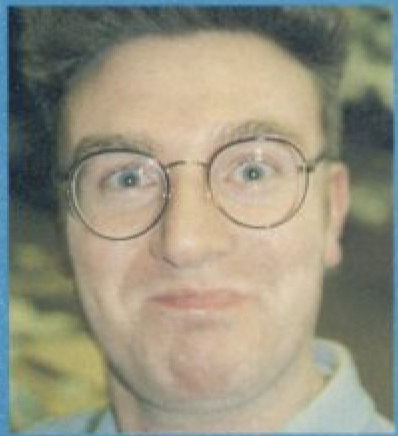
Garth Sumpter



Garth has been suffering from a slight personality disorder this month. Wavering somewhere between Jim Morrison and Paul "Hustler" Newman. Garth has been seen haunting the dark recesses of the pool halls singing old Doors tracks. With his dark glasses, simulated leather cow-boy boots and black jacket it could be Roy Orbison spinning the black off the cushion into the top pocket. After all, he's got more chance of winning a game than Garth!

Fave Game: Viz, SWIV

Alan Dykes



There's a new kid in town and his name's Alan. The big guy created quite a smash with the crew on a recent ten pin bowling outing. Winning almost every game, Garth decided he had to be stopped and topped up the finger holes of Alans' ball with a bottle of baby oil that he just happened to have on his person. As Alan swung back for his shot the 20lb ball flew backwards copping Garth right in his smug mug! "Hurrah!" cried the crew. "Oops!" mumbled Alan, "who put out de lights!"

Fave Games: Viz, Frost Byte

Yvette Nicholls



Come 5.30pm Friday night Yvette belts out of the door in Bermuda shorts and T-shirt screaming "Can't stop dudes! Surfs Up!". Beach Bunny Yvette doesn't get much chance to catch the waves or wax her stick in the Metropolis so she has to hang a tube at home with an old ironing board balanced on top of a biscuit tin. For added effect she places a high powered fan in front of her and covers the floor with wrinkled cling film. Now that's what I call improvisation!

Fave Game: Shadow Dancer.

Tony Naqvi



Fresh faced Tony's the office girlies pin-up of the week. Turning heads and breaking hearts all over the building. Tone has quote "No probs wiv da women," but he looks so young and innocent every girl he goes out with has to get his mum's permission first!

Fave Game: Viz.

Steve Keen



Busier than a Shire horse with a Pit Bull Terrier in it's underpants, Steve has moved house three times this month, been to four parties, five pub openings and fifty three official larger tastings and he has still managed to bang out almost a full page of copy for S.U. How he does it? Garth only knows - we think he's moonlighting for Brewers Annually, thus named because a year's research goes into each and every issue. (Waszat supoz ta mean, Hic! - Steve).

Fave Game: Frost Byte.

Andrea Walker



In her quest for stardom Andrea has been doing the gig circuit this month. Hanging out with the stars at the bars and avoiding the Paporatzi who can be seen following her around in droves as she tries to hide her head under her tattered security blanket. Well that's who she says they are, but a little bird tells me that this story's full of wind as the men actually work for the gas board and she hasn't paid her bill!

Fave game: SWIV

GRE

Greetings minions, from the deepest, darkest recesses of S.U. Tower's dungeons, the place where we keep Chris Jenkins chained up between each mindboggling issue and the place where Warlock Sumpter puts together the incredible S.U. tapes with all the finely honed skill of a retired alchemist's cat. Yes, we've yet another golden bag of yummy lovelies for you this month, including the very next cryptic password stunner, Twinz, for your brain storming delectation. So lock in the tape and read the instructions,'cos surprise, surprise, S.U. has done it for you, again!!!.



SOLARIS

Sit behind the control desk of your warp factor 12 light speed space ship and hop from planet to planet in search of the vicious aliens that are rapidly taking over the Galaxy. Just blast, blast and blast again!

Keys

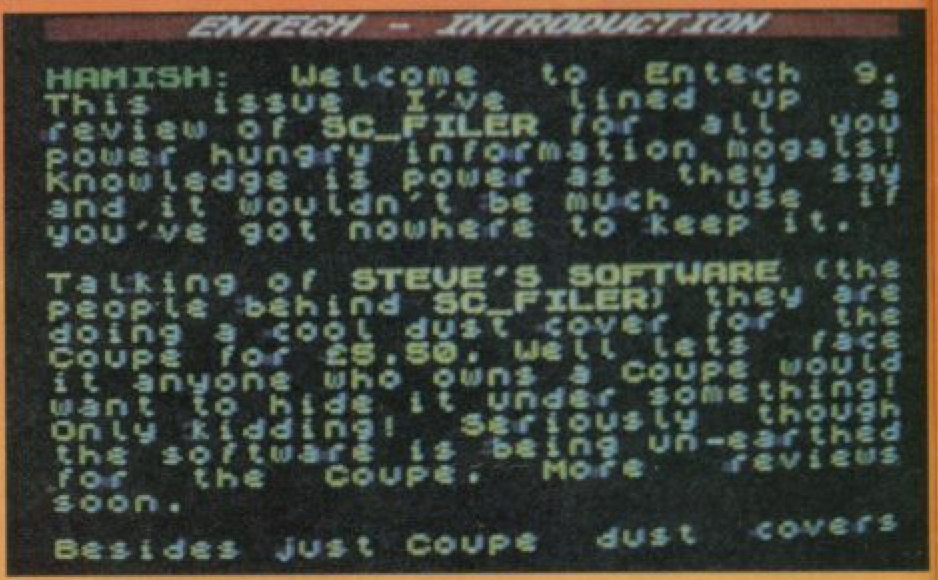
Q - Up	Caps Lock and 8 - Aborts the game.	
A - Down	H - Pause	O - Left
G - Restart	P - Right	M - Fire

GUN HEADS

Mash em to oblivion in this right to left scrolling shoot 'em up. With a vast assortment of beasts, infinite amount of levels and nice big end of level badies to disembody Gun Heads makes for a great shoot 'em up for everyone. If it moves kill it, if it doesn't move kill it anyway! Get blasting!

Keys

Q - Up	Caps and 8 - Aborts game	
A - Down	H - Pause	O - Left
G - Restart	P - Right	M - Fire

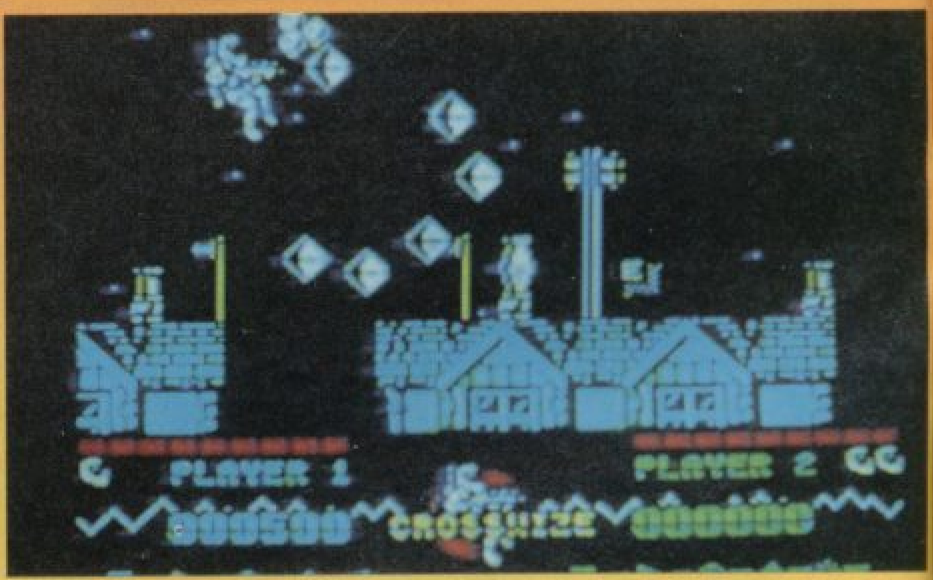


TALKING HEADS

If you enjoyed mutilating the faces of pop stars in our May issue cover tape you won't be able to wait to get your hands on the World figures coded on this months tape. You can try to put together the faces of Mrs Thatcher, Saddam Hussein, The Ayatollah and many other World leaders in this entertaining puzzle game.

Keys

Q - Up	Caps Lock and 8 - Aborts the game	
A - Down	H - Pause	O - Right
G - Restart	P - Left	M - Fire



QUEST ADVENTURE

Just slap in this enthralling 3-D adventure and soak up the atmosphere in this monster infested quest for treasure, maps and an ancient scroll that will provide you with the ultimate clue to reach your final goal. You must take the role of one of five characters with their own individual attributed skills. Strength, Luck, Dexterity, Constitution and charm [illegible]he computer keeps track of the various points in these categories [illegible]hrowing an imaginary dice. It also holds a number called the [illegible]bat Adds which is used when fighting. This is calculated by a[illegible]g one point for each point over 12 in the attributes table and deducting one point for each below nine. A value of zero in Constitution results in death.

Here's how your characters measure up.....

	Max St	Luck	Dex	Con	Charm
WIZARD	25	25	25	30	30
CLERIC	25	20	20	30	30
ROGUE	30	20	15	50	20
FIGHTER	50	20	10	50	10
SIMPLETON	40	15	10	40	40

Combat

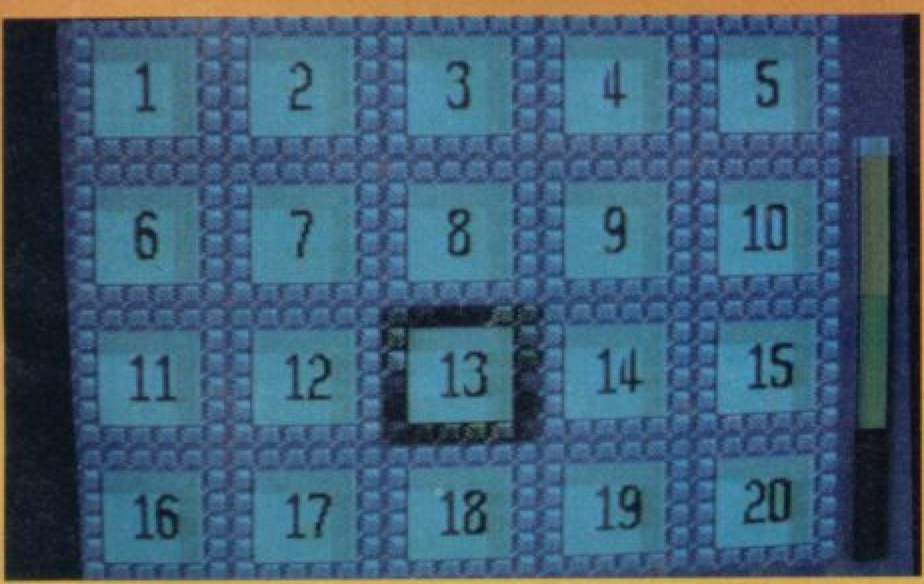
Firstly name your weapon and an opponent e.g. "fight the hobbit with the sword". To initiate the next round type "fight". To change wea-

GRE

AT 8







pons/opponent you can type "fight with the broadsword" or "fight the dwarf". The computer works out all combat scores by deducting the Combat Adds. Type "help sword" or "help hobbit" to find out scores. Language When the flashing cursor appears up to 32 characters can be typed, but must start with a command and be separated by "and", ".", or ";". only lower case letters are recognise.

Magic

To cast a spell you first have to learn it. Casting uses up strength, but is replenished at one point a minute.

Controls

N, S, E, W, U (up), D (down). Leave. Go. Open. Get. Drop, eat. Light, Buy, Fight, Quit, Score, Help, Hint. Cast. Look. Status. Inve, Ready, Load, Save. copy. NoCopy. Spells. Wait. To get you started there is a lamp in the hut. You will be able to see better with it switched on. Some dwarves can give you information so remember to think first!

TWINZ PRIZE GAME

As with last month there is a password for Twinz which will be published next month, but for those of you who are of the impatient nature you can obtain it by ringing this Hot Line number:

0839 500812

Last month's password was PETAL so those of you who couldn't work out the passward from the clue can now enjoy the fabulous Ceasefire from last month's tape.

TWINZ

An incredibly simple and equally addictive game of match up. Click on two tiles and flip them over. If what's on the other side matches you can progress. The tile won't turn over if it doesn't match and the game gets faster as you go along. It's a race against the clock to complete the patterns in the fastest time possible!

Keys

Q - Up	Caps Lock and 8 - Aborts the game.	
A - Down	H - Pause	O - Left
G - Restart	P - Right	M - Fire

PASSWORD CRYPTIC CLUE

Twinz meanz double troublez so see if you can play it by solving this month's great eight crossword type puzzler to get the password.

LESS INTELLIGENT, MORE TO ADD AT THE END.

ENIGMA TAPE MAGAZINE

You have, in your sweaty little mitts, ENIGMA TAPE MAGAZINE in all it's glory. (And it's completely SAM compatable too!)
All you have to do to use it is to slap the tape into your Speccy, and follow the on-screen instructions to enjoy. News. Views, Tips and Cheats plus the ENIGMA TAPE GAMES/UTILITIES

GAMES

SNARE:

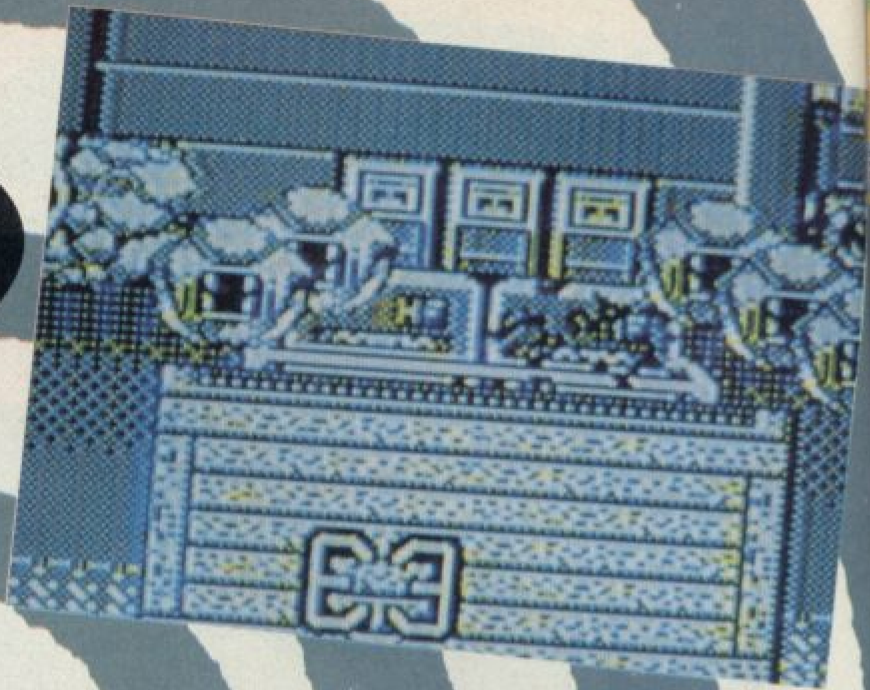
Out smart the aliens and steal the gem. Eight levels of frantic, arcade fun. Full instructions for the game are inside Enigma Tape Magazine and on the loading screen.

WEE ADVENTURE:

No. No, no, no! It's nothing to do with dampness - it's actually an adventure game for beginers. Load in 48K mode.
And a host of utilities including:
Sound to picture Sound sampler Sound demos A program condenser
And much, much more!

AT 8

ALIEN STORM



Birmingham based software giants US Gold look like having a monster hit on their hands with their next incredible release Alien Storm. Promising to be packed with the kind of game-play, graphics and sound that every gamester craves for, Alien Storm is already looking white hot from the preview copies we've seen here at S.U.

According to the background plot a group of marauding aliens are ravaging the galaxy looking for a new habitat after turning their own planet into a bubbling cesspool of toxic waste (ring any bells chemical Co's!?).

Protected by superior technology the alien mothership has come to rest over planet Earth in its quest to find another world for colonization. From their base the mutants are sending out raiding parties to pick off the unsuspecting inhabitants one by one.

Fortunately, help is at hand in the form of Gordon, Karla and Scooter, who have set up an alien resistance force called Alien Busters to combat the deviants. Based at the Alien Burger Cafe (it could happen!?*!!) you take control of one of the three heroes, each armed with their own individual prototype plasma blasters and emergency neutron bombs.

The game is divided into six missions, each incorporating three different stages of progressive game play. Starting with an arcade beat 'em/shoot 'em up section, your chosen commando must repel the offending blobs that are slithering and undulating towards him whilst avoiding their venomous touch. If he survives this onslaught he finds himself taking refuge in a local shop, but the only thing their selling there is bogey butt as the creatures start to seep through every crevasse in a 3-D Predator type bash. Hot on its tail comes a fast paced scrolling section as you chase the beasts through the streets from top to bottom of the screen whilst they try to escape to their mothership. At the end of the game, and when the mayhem is over, you are awarded with a Sega star rating of 0-10 depending on your performance. Phew! and what a performance we had getting to the end of the preview version.

Each level features different aliens and some even hide out inside everyday objects that suddenly transform into monsters and go for the jugular! If the final release proves to be as much fun as our shortened preview copy the stratosphere's the limit! U.S. Gold have got a real star. Excellent well drawn and animated graphics, rewarding game-play and fairly original plot. If you can't wait for its release on the Speccy check out it's excellent big brother currently doing the rounds in the arcades - it's a classic.

GAME: Alien Storm
LABEL: US Gold
MEMORY: 48K/128K
RELEASE: June










Choose from any of the 26 Major League Baseball teams.
R.B.I. TWO BASEBALL™
R.B.I. TWO sets a new standard in Baseball simulations.
Easy to play, you can really feel the crack of ball against bat as you hit a big one and go for a home run. Wind up to pitch a fast ball or play tricky with a slow curver. Put on your glove and dive for catches or try to tag those runners between bases.
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PLAY RBI2 BASEBALL AND WIN
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WIN
- 2 RETURN FLIGHTS TO BOSTON...
- 7 NIGHTS ACCOMMODATION...
- 2 TICKETS TO SEE THE BOSTON RED SOX IN ACTION
PLUS.... £200.00 SPENDING MONEY
Look out for RBI2 BASEBALL in your local computer store now!!
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Amiga & Atari ST Screenshots

TELL IT TO GARTH!

TANKS BUT NO THANKS

Dear S.U., Before I say anything critical about Sinclair User I would just like to say YS and Crash stink. Anyway back to my very small criticism about this OK magazine. The reviews are too short. Take the Battle Command review in number 111. It was far too short. The picture of the tank being blown up was pretty cool, but were they really necessary? Also the Panic Dizzy review looked too short, but I could hardly see it, sorry Garth but red on pink doesn't really go together.

P.S.CouldIpleasehavesomeS.U.memorabilia?

Andy Ibberson, Bedworth, Warwickshire, CU12 9EN

- ***First off, YS and Crash are excellent magazines - they cover Spectrum computers don't they? Just wait until I tell my mates Andy (the hippy) Ide and Dick Eddy what you said! Oh yes, I've sent you some SU memorabilia - one of my toenails and something that fell out of Steve's Stratocaster guitar during a gig he did once...***



DELUSIONS OF GRANDEUR

Dear Mad Man Garth!, How's life at the S.U. office? Every now and then I go up to my bedroom and plug in the trusty old Specy and drift into a delirious dream of splendosious graphics and compact disk sound. Then I wake up and look at my old 128k and think maybe it's time to move on. Then I open up S.U. and all the rad offers and budget games and stare at my huge pile of fantastic games and I realise. The Spectrum may not be the most advanced computer in the world. But at £2.99 for a great game that'll keep you entertained for months, you can't get much better! Thanks S.U. keep it up!

Dale Arden, Homeside, Hull HU1 5SW

- ***There're many people who unlike me believe that the Spectrum is dead. The main problem is that some of them own software houses. But in last issue we saw no less than SEVEN (count 'em) awards given out to full price and budget games alike. It's as though everyone had saved up their best Spectrum games for just that month! I believe the Spectrum is a great computer, but will only remain great as long as there's great software available. Long live the Spectrum and long live GOOD software!!!***

COLOUR BLINDNESS

Dear Garth, I think your magazine is just brilliant and the cover tape is magnificent. I think it was brill to make the cover tape with 10 games on it. The music demo was just fabulous. I have only the one complaint which is: In the May issue you had a review on Panic Dizzy, my favourite computer character (I have all his computer games), but I could not read it because it was red writing on a pink background. I can not read this because I am colour blind. I am asking that you do not do this again as I can not be the only person like this. Please keep up the good work.

P.S. If you print this letter a white backgroundwillbenicelythankyou!

David Trout, Ipswich, Suffolk, IP3 9NR

- ***You poor old Trout David - Well the red writing on a pink background was probably caused by Andrea being oh-so-arty-farty and Steve, Tony and I have now given her a jolly good seeing too so it won't happen in the future. She's so sorry that she's marked the colours up on your letter specially so that you can read it....***

GHOST IN THE MACHINE

Dear Garth, What you are about to read could endanger your life, so be prepared! The other week I bought Pang. Started to load it, and to my surprise the only thing that came out of it was a voice like Kyle Minogue and Les Dawson put together and worse than that it said, 'Garth Sumpter must be destroyed, he is a disgrace to the human race. He comes home every night looking like a baboon that's been given a wash in the North Sea. Carry out this order, or else!' Well what could I do? But even worse than that, when I finally finished Robocop 2 instead of what came up on my mate's computer the end message was exactly the same as the Pang tape. Have you done anything for Ocean to dislike you, or what? I'm sorry that I had to break the news to you, but am I the chosen one? I'd leave the country if I were you, by plane, el pronto, enclosed is the fare money (2p! I couldn't turn round in my toilet for that! Ed). Hope you're not too distressed.

Paul Roberts, Mold, Clwyd. CH7 6QL.

- ***Paul - you're sailing without enough wind in your jib. I would definately recommend that you seek professional help and fast. You certainly seem to have been chosen for something - a bout of brainus up the creekious if you ask me. Why not try sticking a wet pelican in your ear so that you can't hear this strange voices?***



LIVING IN THE PAST

Dear Sir. I have just run across a Feb. 1983 edition of your publication as Britain's first electronics and computer applications magazine, I hope you will be able to help me. I own a Sinclair ZX80 Spectrum computer with interface and mirodrive I also have quite a lot of Sinclair software on cassette. Currently my computer is not functioning properly. Some keys on the keyboard do not respond to touch. I love my ZX80 so please advise how I can get it repaired or purchase a new one by mail. I will be waiting anxiously for your response!

R.A.Aningo, Peterborough.

- ***We're talking real old technology here. The best thing that you can do is to buy a new +2 or +3 mail order. It's going to be quite costly to repair.***

SILVERED LINING

Dear Garfy. What is happening to the games makers, whe[illegible]re all the new Spectrum games going? [illegible] not a film licence or some crapy B[illegible]mpson rip off they just aren't coming up wit[illegible] goods. Don't people realise they are be[illegible] ripped off? Have all the software houses gone pussy? Come on Guys! I know we're the cheap end of the market, but give me a break! More originality and less lining your own pockets please.

John Billingham, Turnpike Lane, London

- ***Whoops-a-daisy, you may just strike a nerve here. This was one of my major gripes and them last month SU got hit by SEVEN great games. Lone Wolf, RBI Baseball, SWIV, Winning Team, Heroquest and Dizzy IV, which just shows that Domark, Gremlin, Storm, Audiogenic, Krisalis and the Codies are all still in there and putting out good products. All we can say is well done boys and girls - keep it up!***

READER'S DIGEST

Dear S.U. Crew, I love S.U. as much as ice cream and lemonade (that's right I am weird). Now then, I have to say that after a huge Christmas issue I was expecting a bumper 1991, but since then S.U. has become almost anorexic. I can appreciate the limited amount of software available and the fantastic tape easily makes up for the missing pages, but I would like to have something I could really sink my teeth into. The mag still makes me chuckle, but it only takes me a couple of hours to read.

Mike Turner, Manor House, London

- ***There are things that we can do and things that we can't Mike. Unfortunately, we do rely on advertising to get in some cash, and if you have a look at the adverts, there really aren't that many - the hey day of 160 page plus Speccy mags is over (sob!). Companies are producing less games and consequently spending less money on advertising Spectrum games. And rather than filling pages with crap software, wierd bits and totally useless drivel in order to keep the number of pages up, we've gone for giving you more value - on tape and in a full colour mag. We won't just fill pages with do that. We're here to review the best in Spectrum software.***

NIGHTSHIFT WORKS

Garth. After reading your review of Nightshift I smashed my piggy bank open and rushed down to the nearest software shop. On the bus home I opened the box and inside was enough bits of paper to make a tree for a rain forest. Now as you can imagine this did put me off a bit, but when I got home after the fifth attempt at loading I realised that it was pretty good. I am now on the 20th level. I congratulate you on your excellent review - a lot of games reviewers would not have bothered reading the manual and getting into it and just given about 50%, but not you because you are an excellent reviewer.

P.S. In ish 110 some geezer called Kenny said Goldmine was crap (which it is let's be honest). You replied by saying if anybody can do better send it in. So I've done just that. My masterpiece Football Manager 3 Please comment on it - or even put it on the cover tape.
P.P.S. Please print this letter as I had to walk three miles on a bank holiday for an envelope!

Alan Knight, Bournemouth, Dorset, BH9 1LJ

HACKED OFF

Dear Garth, I have a complaint to make - there is not enough Hacking Squad in your magazine with the cheats I like. So if possible could you either print some for Internal Karate (his spelling not mine! Ed), Beyond the Ice Palace, R-Type (where have you been? Ed), Licensed to Kill, California Games and Green Beret, or send me them.

Stuart Wright, Middleton, Manchester, M24 3BB

PINBALLS'RE WIZARD

Hello Garth! I like your tapes with complete games very much, but I noticed that on Megatapes, Double Hits, Six of The Best, etc there has never been a pinball simulation game. Please tell me and other readers if this is the case and what your views are about one appearing in the future. I think this is the right time for one to appear. My regards to the S.U. Crew.

Harris Hukic, Yugoslavia

- ***And our regards to you too. Pinball games are fairly low in number but the French program, Macadam Bumper was released on budget not so long ago so why not try that?***

A REAL PICTURE

Dear Garth. Thanks for the excellent mag. What I was wondering is that what do you do with the cover art work when you have finished with it (Hint Hint). Most of the covers have been totally awesome I think it would be worth making some limited edition extra big posters, say of Predator, to give away each month to star letter people. What da ya fink?!

Simon Guest, Reading, Berkshire

- ***We're rightly proud of our covers at SU Towers 'cos we only use the best. The Predator cover was penned by the one and only Cliff Robinson of 2000A.D. fame and as such his covers are worth a fortune so we give them all back to him. I will try to persuade him however, to give us one for a competition in a later issue...***

GAME BUSTER

Dear S.U., I love your great competitions, but I haven't won anything yet, and the cover tape is fab. I want to know how to get into professional games playing, i.e. I think that I would make a brilliant games tester. Is there such an occupation and is there anyone out there with a vacancy for an ace beast buster like me?

Dave "Kill 'em All" Hall, Wembley Park, Middxs, HA0 3BN

- ***Unfortunately 'Kill 'em all', if you don't mind me calling you that, there are games testers but companies don't tend to use professionals - they use common Spectrum folk. Problem being, if testers were as brilliant at games as you are, then all the games would be made harder and no-one would be able to play them.***

PRINTING PROBLEMS

Dear Sir, I am writing to see if you can help me with my printer problem. I have a Brother M1109 connected to a 48k Spectrum and no way can I get the printer to print out the Spectrum graphics or "copy" a screen. I have a Romantic Robot Multi print which allows copies to be sent to the ZX printer, but only letters and not graphics can be printed by the Brother printer. I also have attached a digitiser and that too will not print the graphics. I hope you can help me as I am at my wits end!

Mr T.A. Grimshaw, Longsight, Manchester, M12 5RF

- ***First off Mr Grimshaw, printing out Spectrum graphics, (from a commercial game), is highly illegal and I would recommend that you don't do it - but for any more technical information I would suggest that you get in touch with Romantic Robot on 081 200 8870.***

MUSIC MAESTRO

Dear Totally and Utterly Fab S.U., I'm in deep smell o la! No this is not Bart Simpson. After rewarding Jason's cool review of F-16 C.P. I went out and bought it. When I got home I loaded it up to play, but it would not work. I could not work out how to load a weapon. Please tell me or I'll launch an AMMARAN full of custard at you.

P.S.Iwouldn'tmindsomesoftwarefromyourbrillmag

Graeme Doran, Calderstones, Liverpool, L18 2HB

- ***Oh dear, it sounds to me as if you've not read your manual properly at all. The best thing that you can do, (and it'll save me tons of writing) is to phone, Digital Integration on 0276 684959.***

GETTING BEATEN

I'm writing to say that every time I get a game it's either no good or doesn't load. I've looked everywhere for a good fighting game, but never found one. I've a friend who has a Sega and he has good fighting games. So please please please could you tell me of, or send me, a good one?

MatthewBromley,Bucks.SL85HB

- ***There are litterally hundreds of good fighting games but the more recent ones are, Shenobi, Lone Wolf, Hammerfist, Double Dragon and Virgin's Fists of Fury compilation.***

SUCK UP FOR SOFTWARE

ROYAL ASSENT

Dear Suckup King, Garth, (The nicest and best person in the world). The problem is my Mum and Dad. They will not buy me Robocop 1 and 2 or any other game and I can't afford them because I'm skint. Please could you send me them, pleasssssse could you get them for me or any other games that are up to date because all my games are well out of touch. If you do make SURE they are +3 disks because tapes take so long to load. Could you also tell me how to transfer from disk to tape and visa versa?

P.S. Please print more Hacking Squad.

- *Oh dear. I was going along with all that you said and then you said disk only.... Never look a gift Garth in the mouth or it'll bite your head off! So, so long sucker...*

TAKING A GAMBLE..

Dear Garth, I know you get thousands of letters from people every day asking you for free software, so I'm going to add to them. I lost my mum when I was young and my dad was forced to bring up me and my brothers alone. My older brother only earns 40 a week and he has to give it to my dad who gambles it away. I only saw you through luck because my friend bought S.U. to school. The last game I got for my Speccy was in 1985. I get picked on at school because my games are so cheap. P.S. Thank you Garth my only friend.

Stuart Hawkins, Walsall, WS9 9RF

- *Well you're a terrible fibber and make no mistake! I am not your only friend because it's well known that I have no friends because I spend all my time on SU. But I did get picked on at school (until I was seven and I suddenly got bigger than everyone else!) So, as a fellow sufferer at school, I'm sending you lots of beat 'em up games so that you can learn how to kick the stuffing out of the school bullies!*

Dear S.U. I expect I am the only person who can genuinely really can't afford to buy the more expensive tapes. I have to hope that one of my friends will be able to buy a game that I really would like and allow me to have a turn. It would be something else if I could invite them round to my house to play St. Dragon and then they might be more keen to invite me round to play their games, so please, please, mega Please send me St. Dragon.

Oliver Sullivan, Stevenage, Herts, SG1 2JU

- *St Dragon is a superb game and is easily worth buying if you want it that badly. Could I suggest a paper round and whilst you're doing that. I'm going to send you a couple of games so that you can invite your friends around without the social embarrassment of looking at an empty tapedeck...*

A LITTLE UNSETLED

Wweeeeooooowww! Good what ever time of day it is. As you may have noticed by now I am a badger. Ever since my family were ruthlessly baited in their set in Badgersintown whilst watching Badgerac I have been with a vicious brutal owner. He beats me at night and in the morning. He will not let me play with his computer. You see I found a device that allows us badgers to play on computers using a strange joystick. He will not let me buy games and if I am caught doing so he will play Jason Donovan to me for weeks on end. He lets me program, but does not buy me any books. He is going on a paint ball weekend tomorrow and has told me that if I have not produced 15 games by the time he gets back he will shave all my fur off and he'll send that Vic Reeves character down to you at S.U. who would pick off your readers one by one with his acidic wit! So to save me and all humanity please get a copy of Hero Quest to my burrow fast. P.S. Leave YS and Crash alone! They make great bedding.

Dale "Badger" Norton, Waterhead, Oldham, OL4 2QZ

- *Well Dale, you certainly seem quite set in your ways. Perhaps you are a worthy cause and I shouldn't really beat around the bush, but just give you what you want. Then again, I'm not sure that I can allow you to badger me like this...*

OUT OF THIS WORLD

Dear Omnipotent Garth, Here on planet Phobos we have been dominated by the Leather Goddess for 500 years. She has banned games freedom and limits our mental entertainment to simple text adventures. No one is suffering this tyranny more than me. Twice daily I contact the underground resistance in the hope of some black marketed product, but all they seem to have are the inferior PIRATED software that trickles through from Uranus. My creds have all been used up on obtaining brief control of the communications orb by bribing the scientist with a weeks supply of that ancient vidi-soap Androids, almost the only thrill merchandise still available on our mundane planet. So please have mercy and dispatch some mind expanding thrill package to me and aid our eternal struggle.

Barphelma Zaphoddox, Planeton #1, Phobos

- *Here on the planet SU, we don't have anything to do with Pirates or their loathsome offspring. I've forwarded your name and address to Robot Bennetoid of the interstellar Police. I hope you go away for a long time.*

SEDUCTIVE OFFER

Dear Garth, I am writing to Suck Up For Software for three reasons. 1) There is a rad computer club around here and to join I need some good games.

2) I want to get a girl called Sian Smith to go out with me, I could seduce her with software!

3) There's a kid in my class who gets nearly every game out except Gazza 2. So could you send me that and some other games to wave under his eyes.

Paul Burbridge, Haughton, Stafford, ST18 9HP

- *Never fear Paul - in matters of the heart Garth's your man - I've just put such a mouth-wateringly brilliant selection of games together for you that she should melt into your arms (fwwwooor!) before you even show her your Jack the Nipper or Fat Worm Blows a Sparky!*

KIDNAP CRAZIENESS

Dear Garth, I'm in distress. A couple of days ago my beloved collection of S.U.'s were kidnaped along with my family. I received a letter from the kidnaper stating that, if I didn't comply to his demands, my family would be shot and my magazines burnt. His demands are that he be given a copy of Dragon Breed and Narc as well as a ham sandwich! I can just about scrape together the ham sandwich, but the games are proving to be a real problem.

Please help Garth and hurry I'm relying on you and S.U.

Simon Brown, Co Down, Northern Ireland BT19 1BD.



Review

LABEL:
U.S.Gold

MEMORY:
48K/128K

TAPE:
£11.99

DISK:
n/a

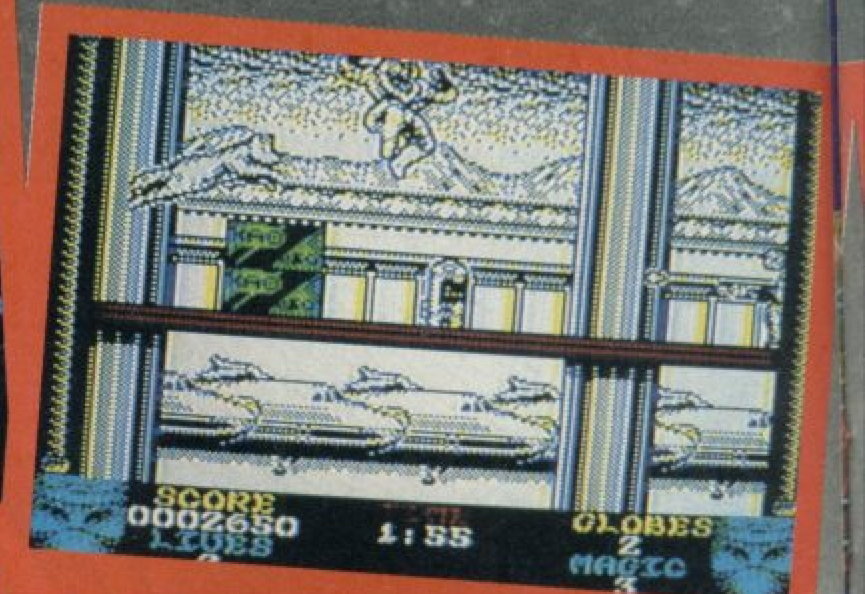
SHADOW FAX

Shinobi was originally a big coin-op hit a few years ago and when converted to the Spectrum in 1989 was assured of success. Shadow Dancer is the official follow up to this hit.

Those of you who keep an eye on the world of consoles will no doubt be aware that another sequel to Shinobi, named Revenge of Shinobi was produced specifically for the Sega Megadrive. This game is not available on any other format.

Shurikens are illegal in Britain, so don't start doing Joe Mushashi impressions down on the local building sites or you might find the local constabulary more difficult to contend with than the Zeed Empire.





SHA
DAN

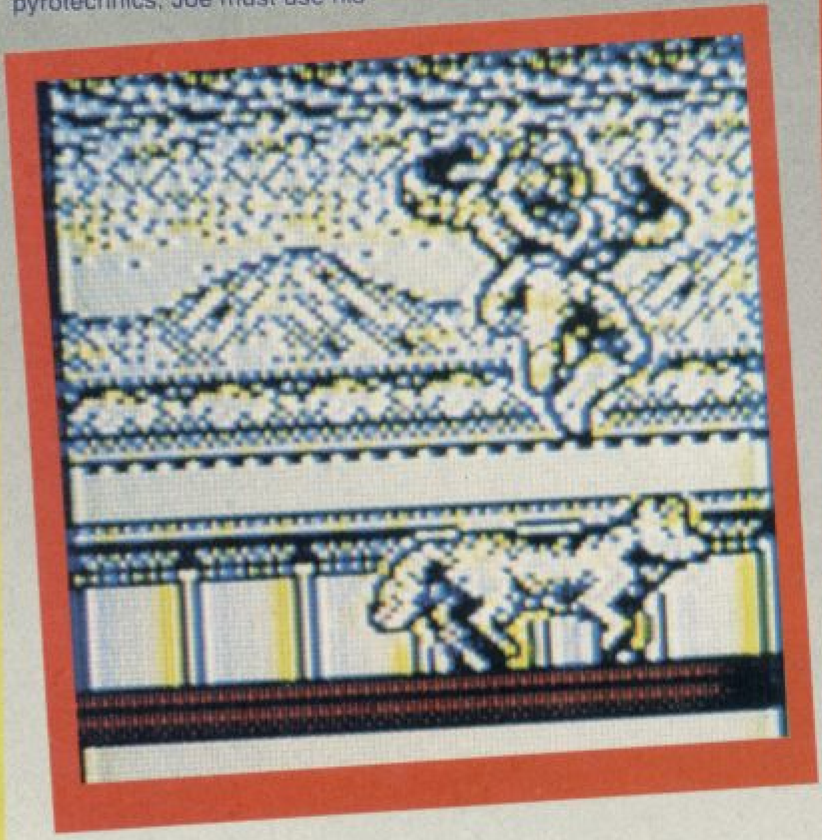
Hot Dog!, Joe Mushashi is back, complete with canine consort, in a helter-skelter, smash'em-skull'em feast of doggie dodgems and martial arts.

Shadow Dancer is a conversion of the arcade follow up to Shinobi and remains faithful to the original. Ninja Joe's mission is especially dangerous this time as the Zeed Empire's evil criminal underworld has hatched a dastardly plot to destroy the city with deadly high explosives and thus make it safe only for thieves, murderers, drug barons and Zeed minions. They were bound to try again, because, like all true villains, they never learned their lesson from the first major kicking they received in Shinobi.

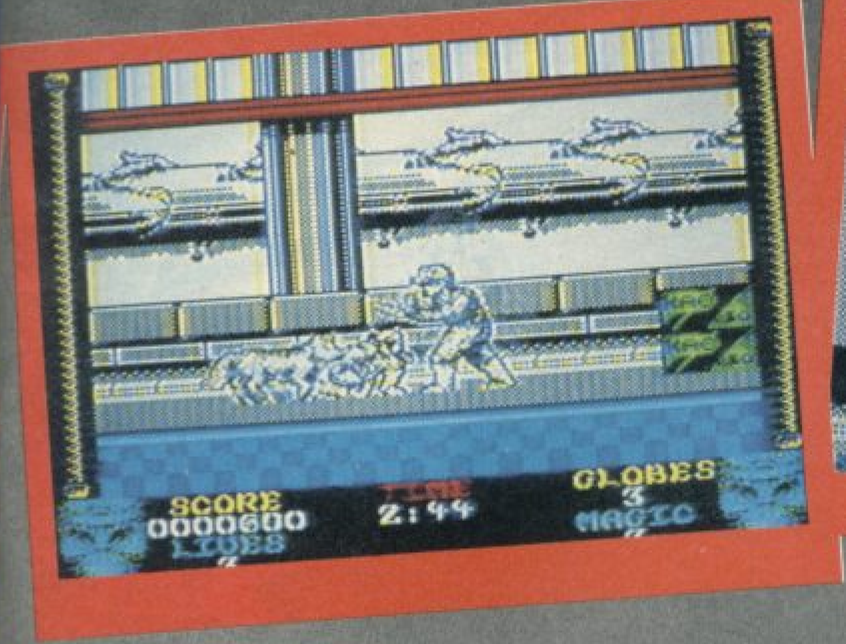
However Zeed have reckoned without the intervention of Joe Mushashi, the Shadow Dancer, who is so civic minded that people have started to call him Joe Public!. Seriously though folks, unless Shadow can defuse all the terrorist bombs in the city the whole world could be next on the criminal empire's agenda of destruction!.

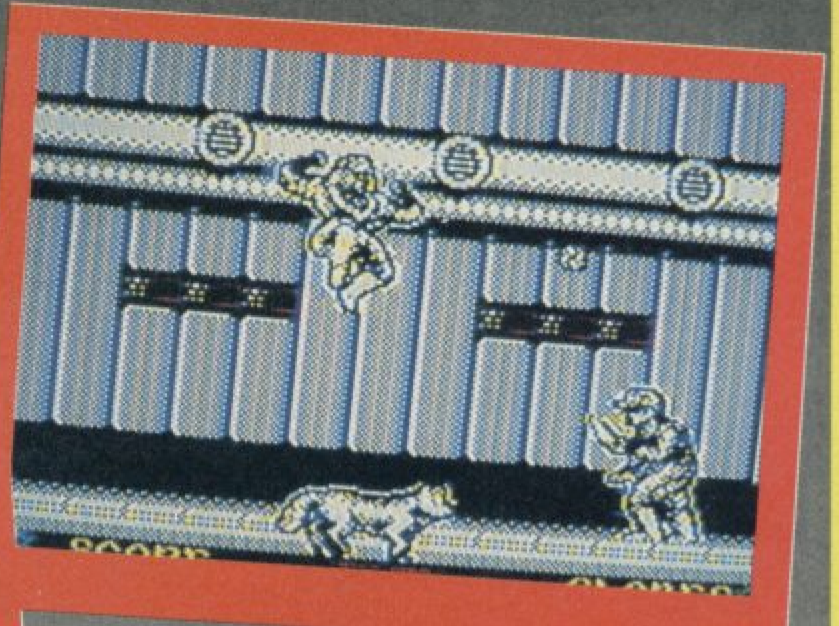
In order to reach the hidden pyrotechnics, Joe must use his finely honed combat skills of sword and shuriken, to cut through the army of Ninja enemies who are out to foil him. His dog is also a veteran evil fighter, and it's just as well, because our hero needs as much help as possible. During the game you can set this amazing mutt on Joe's enemies which serves quite a useful function in keeping them busy while you are dealing with the bombs.

It's essential that you despatch Zeed's representatives quickly because, by comparison with many other other heroes I've come across, Joe is a bit of a softy, and it only takes one or two knife blows or grenades to make him go all weak at the knees and crumble into nothingness. Under these circumstances it's fortunate that there are four life continues. There is no life gauge to show how weak the character is getting, which is a little annoying as he has a tendency to collapse when least expected.









DOW
ICER

Shadow Dancer is a ninjitsu acrobat, and no mistake!, he can run, jump, crouch, somersault and generally surprise and confuse the hell out of the opposition, and it's this agility that makes all the difference, since the city is riddled with traps as well as enemies. In addition to his dog, his blade and his shurikens, Joe also has four blasts of baddie busting magic available to start the mission with.

The graphics are reasonably detailed and although the main sprites have do have a cut-out look to them, everything is generally large and easy to see. Colour is rather sparse on the playing screens though. Control is quite precise which considerably helps overall enjoyment and gameplay. The introduction music is very ninja sounding but action sounds are less impressive.

Shadow Dancer is quite a standard ninja based platform beat 'em up and isn't a bad follow up to Shinobi as it does have quite a bit of action and excitement. Fido adds a new dimension to the game but considering current anti dog feeling in the country, will Joe Mushashi be forced to put a muzzle on him?.

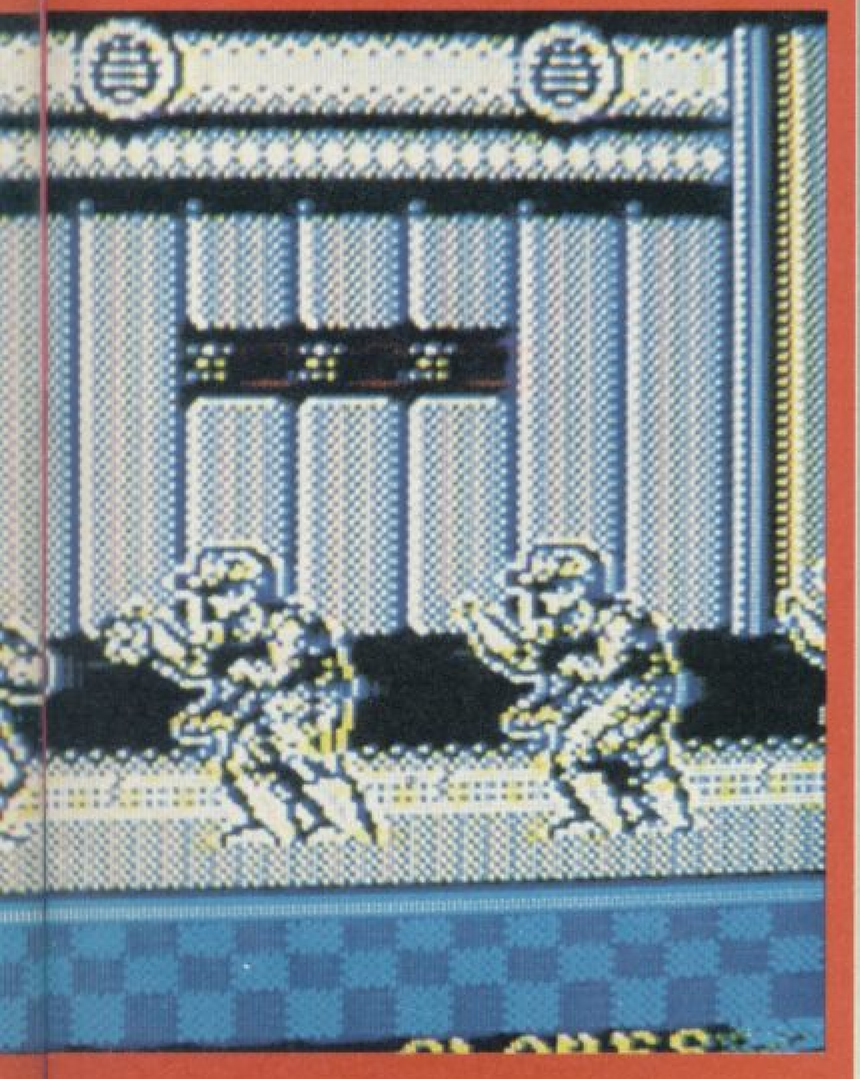
SU SILVER

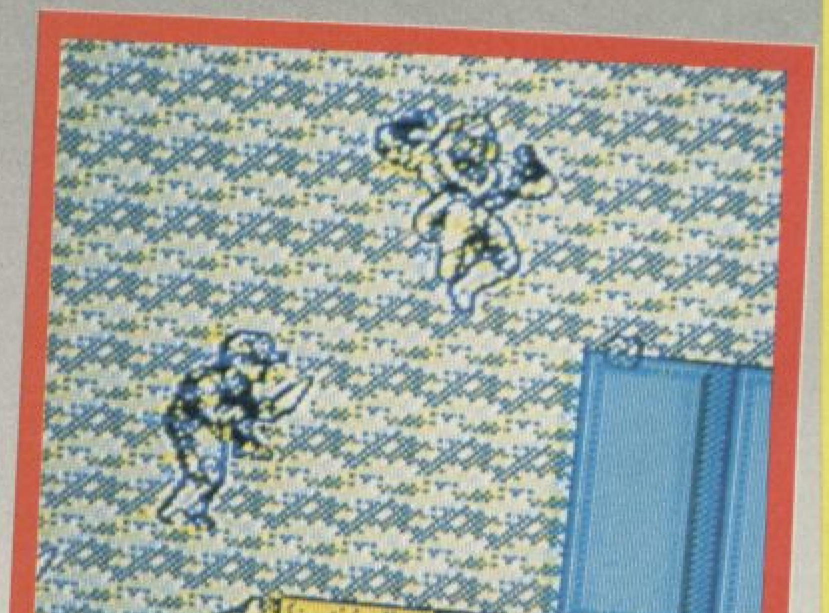
scores

GRAPHICS	85
SOUND	81
PLAYABILITY	89
LASTABILITY	87
OVERALL	85%

Alan Dykes

Able bodied antics from the ninja veteran. Even with a canine sidekick the going isn't too easy and although not completely original Shadow Dancer is still a fun fight.





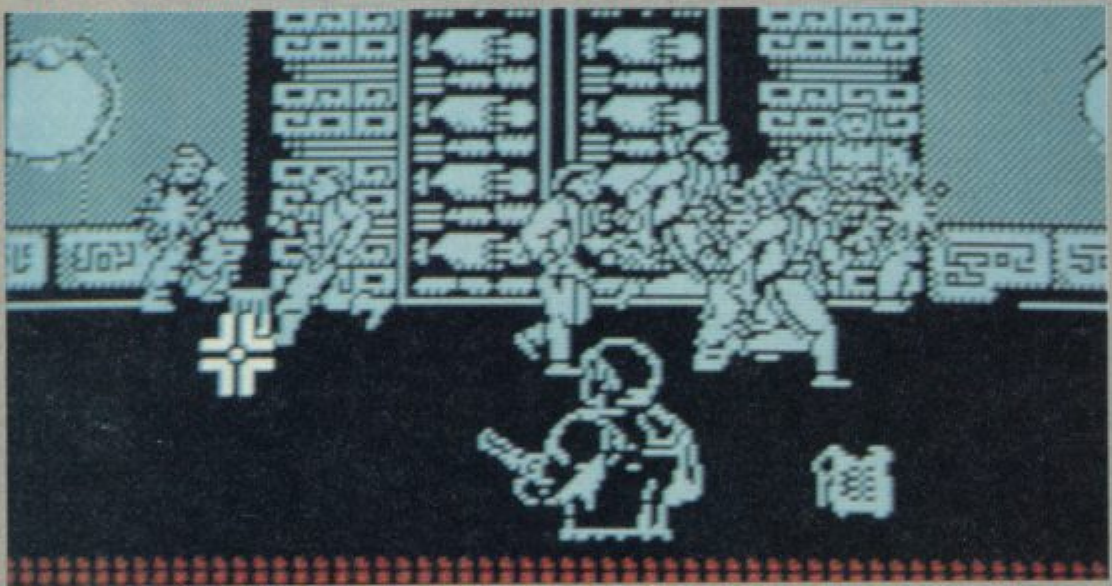
Review



PHIL FISCH: ***What a pussy puppy! Give me a saber toothed Pit Bull anytime! This goes to prove that it's not the dog that you have, it's the way that you walk it!***



ATTENTION! Right Hackers you've done us proud this month. Col. Sumpter has been parading up and down the S.U. barracks inspecting the Hacking Shelves where we store all your luverly cheats and he's never been so pleased. However, it has come to his attention that some of you have not been pulling your weight and certain rapscallions have been writing to him asking for more pages of the Squad without even contributing themselves. WHAT!!! He screeched, "give me their addresses I'll knock them into shape!" So hurry up, get those Hacks in to us before his size 12's get stuck into you! AT EASE! for now. - Phew!



VAMPIRE

Here's a ghoulish cheat for that spooky game. When you start the hold down all the keys on the computer until the game begins. You will automatically skip to the next level. Fangs

Alen Stewart, Cumbernauld, Glasgow

BEDLAM

One of our past cover tape games has got this cheat. When your heart is broken after loosing all those loverly lives, and when you've got so-o-o far, on the title screen where it says PRESS FIRE TO START, press C and you'll have all five lives and start where you last left off.

Calvin Brown, Milton Keynes, Bucks, MK6 4HH

ROBOCOP 2

Redefine the keys as MSYULE and when playing the game press GTI and you can skip levels.

D.C.L., Ramsgate, Kent, LT12 6JZ

STUN RUNNER

Some great tips here from a great runner. On the road go to the corner and fire - nothing will hit you. In a tunnel don't turn just fire and nothing will be able to hit you. Watch out for thick white lines, if you collect these you can go right through the bad guys and don't bother with the stars they are useless.

John G, Rainham, Kent, ME8 95L

TURRICAN

Hold the game, press the letters NOV and you get 99 of everything except diamonds. Then if you press 0 you skip a level. Radical cheat there from

Stuart Mitchell, Cullompton, Devon

SUPER OFF ROAD RACER

In the speed shop keep pressing fire on the shocks. When you've got all five of them go to NITRO and keep pressing fire until you get $190. Then buy as normal.

RASTAN

For infinite energy hold down BREAK and SPACE at the same time. Many thanks to:

Leigh Jackson, Beverly, North Humberside

EXOLON

Type in ZORBA on the define keys section and you'll get infinite lives.

SABOTEUR II

Now lets get down to some serious hacking with master cheater Samir Valambnia. Mission 1 Press Enter. 2 JONIN. 3 KIME. 4 KUJI KIRI. 5 SAIMENJITSU. 6 GENIN. 7 MILUKATA. 8 DIM MAK.

VIXEN

Just wait and let your time run out and the clock will reset itself to 256.

CAULDRON

Play the game as normal find a cave and an appropriate key enter the cave and press Q. Type in the number of the room you want to go to (g). The golden broom is in room 100, but you have to go right from room 109 to reach it. You will now complete the game.

LORD OF THE RINGS

Send Sam ahead without the ring to kill all the riders then you don't need the gems.

THE PAWN

To kill Kronos try using the molecular device.

COBRA

Press the space bar and Z or X and the whole game will slow down before your eyes!

STAR FARCE

Redefine your keys as TRONIC then redefine them as you like.

GARFIELD

On the title screen hold down Symbol Shift and all the letters in the word Garfield. Then hold down Caps Shift and any combination of keys 1-5 to be transported to a different screen.

ROLLING THUNDER

On the main screen type in JIMBO and you hear a bleep. When you start you'll have infinite lives and energy, but no ammo. Now press L in the game to skip a level. If you want to get rid of your infinite energy just press Caps Shift and N together. You can even change the colour of the screen by pressing 4 and 5, your time will increase as well.

PREDATOR

After level one and the loss of all your lives it will say REWIND TO START OF LEVEL ONE. Ignore the request and just press play on the tape. You now start on the next level with full lives, ammo and energy.

COBRA FORCE

Redefine your keys as SIMON to get infinite lives.

JASON'S GEM

Load the game and press WAS at the same time you will hear a bleep if you have done it properly and you will then see you have infinite lives.

HUMAN KILLING MACHINE

Hold down GO on this super hard beat 'em up and X will advance you past those toughties.

ARKANOID

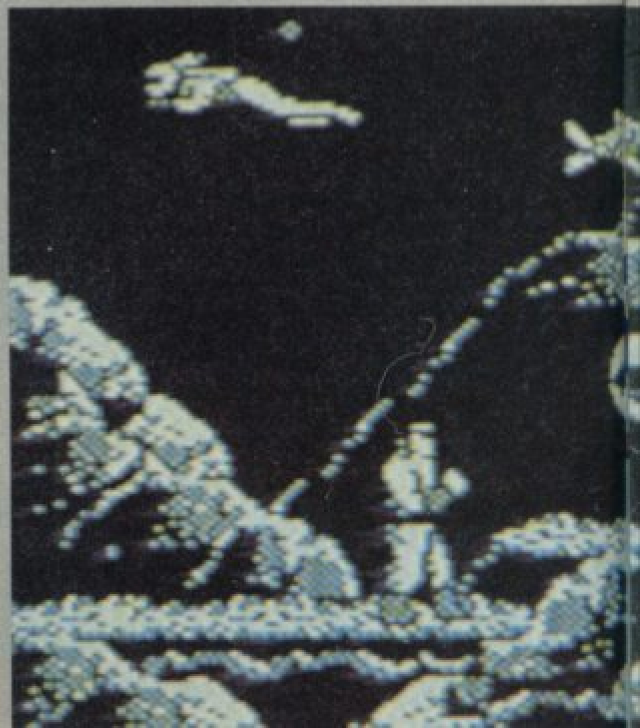
On the high score table type in PBRAIN. Now press Space bar for the cheat.

ARKANOID II

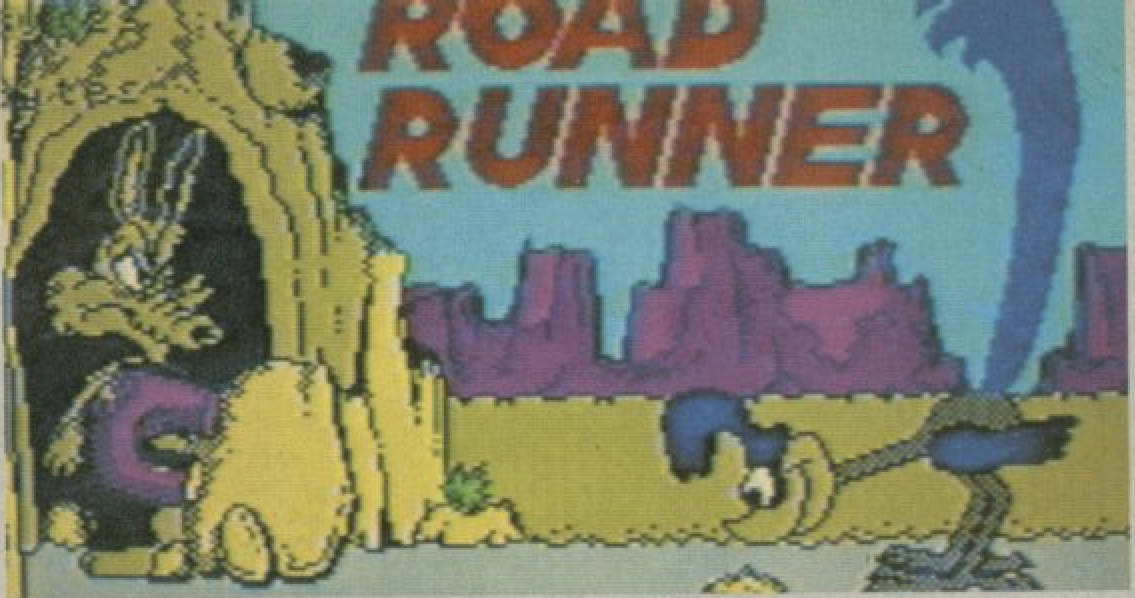
Type in MAAAAH on the high score table followed by the Space bar this time for the illusive cheat.

DRAGON'S LAIR II

Before starting the game hold down QWERT and you should have infinite lives.







NIGHTMARE RALLY

Press Symbol Shift and Q to hurtle through the level in under 20 seconds! Nice One Speedy!
Anton Allen, Garston, Liverpool, L19 1QH

LITTLE PUFF IN DRAGON LAND

When the game has loaded hold down as many keys on the keyboard as you can and you'll have immunity.

Gareth Blackwood, Hartlepool, Cleveland, TS25 2AY

DYNASTY WARS

Hold down Graphics and QOAP and Space at the same time you will go to the next level. Thanks to:
James Berman, Natal, S.A.

VARIOUS

Andrew Couples writes: I have some Multiface Pokes for you. They are: RENEGADE III Poke 38500.0 Infinite Lives RENEGADE III Poke

ROAD RUNNER

And finally to finish this superb display of Hacking expertise this splendid cheat. While in the options screen, and during the scrolling message, press RTHB together for infinite lives and WVKLO to see the end sequence. Samir was responsible for hundreds more tips and did not ask for a single prize, a true S.U. Squad member, and so he wins the £50 software prize this month. Cheers Samir enjoy your prize!
Samir Vaiambnia, Wembley, Middx, HA9 9XA



39095.0 Time STORMLORD Poke 56877.0 Infinite Lives BIGFOOT Poke 55189.0 Infinite Lives

STRIDER

Press Z and O whilst playing the game then H to pause. Press Shift and I and you should go to the end of the game.

FAST FOOD

The shield lets you eat the ghosts, the medal allows you to walk through them, the purple bottle freezes them and the red bottle makes them disappear. The surprise at the end of the game is that you can play it all over again, but upside down! When your hits are low fire some dynamite and walk into it. You will come out unscathed and full hits will be yours! Weird!
Andrew Cuppies, Co. Down, N. Ireland, BT32 5AB

DOUBLE DRAGON 2

If your in a tight spot push up and down together with either left or right you will do a magnificent cartwheel that sees you through the troub.
Darren Hart, Hartlepool, Clevland, TS25 4BD

MANCHESTER UNITED

Here's a great cheat that is bound to help out hundreds of football junkies around the globe. In the oppositions area get the ball and wiggle your joystick and you will get a penalty.
Roger Kinsey, Gravesend, Kent, DA12 5HL

GOLDEN AXE

Here's a useful tip. When you get on the fireball throwing monster on the second half of Turtle Island, press backwards, down and fire at the same time and you should find that it shoots a fire-ball backwards while still facing forwards. Quite useful if you're in a jam!

BARBARIAN

To kill Drax just roll into him as soon as the level starts and he'll die, but don't hang around or he'll use his magic.
Matthew Ball, Westbury-on-Trym, Bristol, BS9 3RB

RENEGADE

Some very strange not to mention useful tips here. On the first level you can walk up to a man, punch him three times and when he bends over walk into him and press fire. This will cause you to grab him by the shoulders. Don't knee him in the groin though, but wait a few seconds and try a back kick this will send the man flying and knocks anyone else out of the way. On level five the easiest way to kill the last boss is to wait until he fires and pause the game. When you unpause pause the bullet will be frozen in mid air! Well how's that for originality, anyone out there got a stranger cheat? Thanks.
Peter Vinnicombe, Maidstone Kent, ME14 5RT

HAMMERFIST

Pause the game and then hold down NYC. Now unpause and L should let you skip levels.

SWIV

We finish this month with a very exclusive and interesting little trick involving this fantastic shoot 'em up. Next month we'll print the infinite lives cheat, but for now you'll just have to content your selves with some excellent secret sampled speech hidden in the game. When the white logo appears in the top right hand corner hold down SW until the end of loading then press return! WOW! Just don't let your parents hear!

XENON

Start the game and press break to pause then hold down the keys TINY and you'll have infinite lives.

MR HELI

Whilst playing press 0 and Enter twice and you'll get even more infinite lives. Thanks for these last three cheats go to:
Rhys Evans, Lancashire, England, FY4 1EG

NEW ZEALAND STORY

Type in PHILLIP and you will get mega fire.

SPHERICAL

The passwords for the game are as follows: TARMAK RADAGAST ORCSLAYER SKYFIRE MIGRAL GHANIMA GLIEP MOURNBLADE JADAWIN GUMBACHACHMAL ILLUMINATUS SPACE

BMX FREESTYLE SIM

Enter your name as TAEHC and you'll always qualify.

INDIANA JONES AND THE LAST CRUSADE

Hold down OT and D on the title page then press Shift and a number to take you to that level!
Thanks go to adventurer;
Mark Cornbill, West Midlands

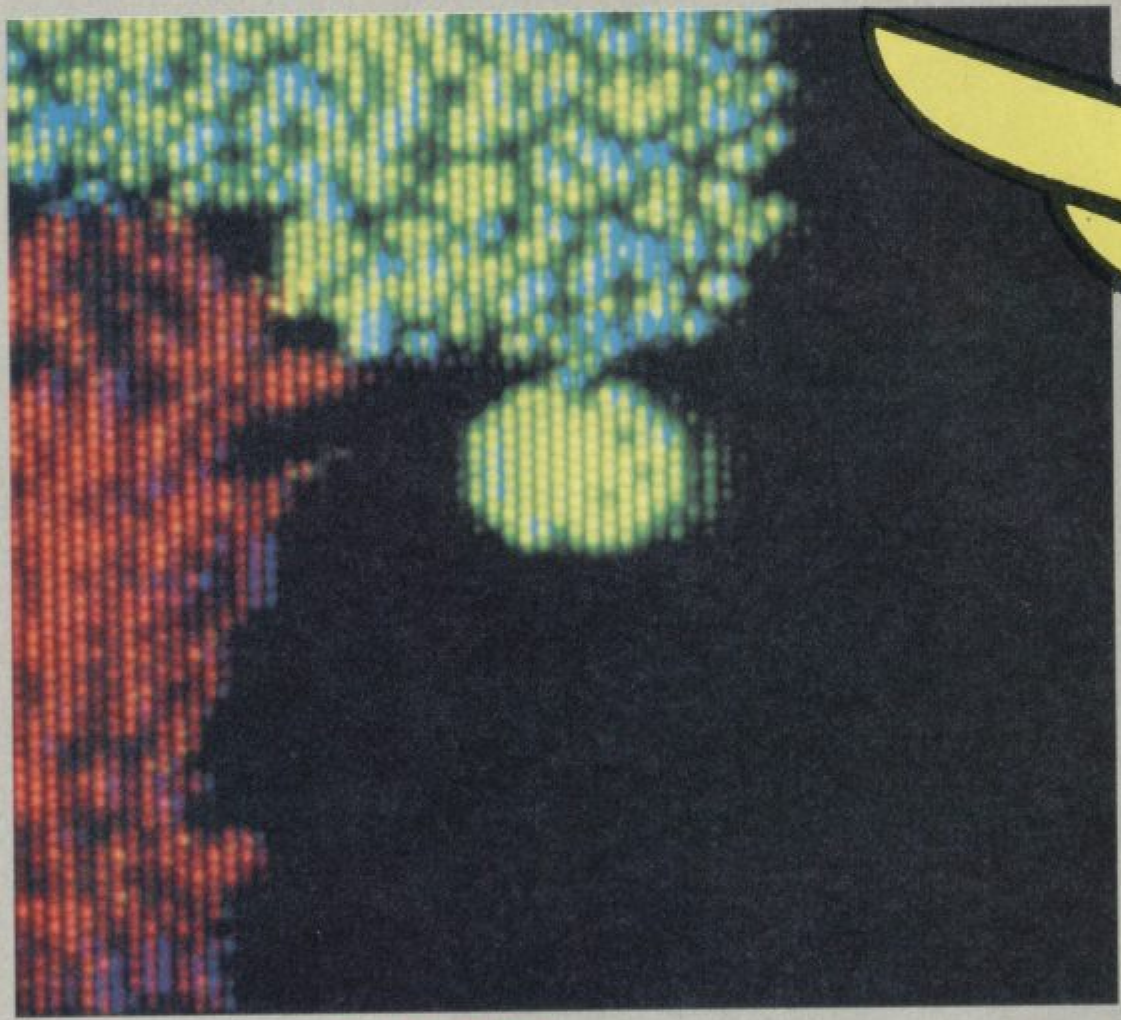
RAINBOW ISLANDS

When you get to the goal in stage of a level push up and right and build a tower of rainbows above the screen and now watch your points go zooming up! Thanks to:
T. Brown, West Yorkshire, BD12 8PE

POWER BOAT SIMULATOR

A totally wicked cheat for this game is that if you press Symbol Shift and Caps Shift and Enter all at the same time you get infinite lives and you can just cruise through all the five levels.
Max Kelly, Sale Cheshire, Manchester, M33 2AW

HAC



SOLUTION TO MAGIC LAND DIZZY (DIZZY 4)

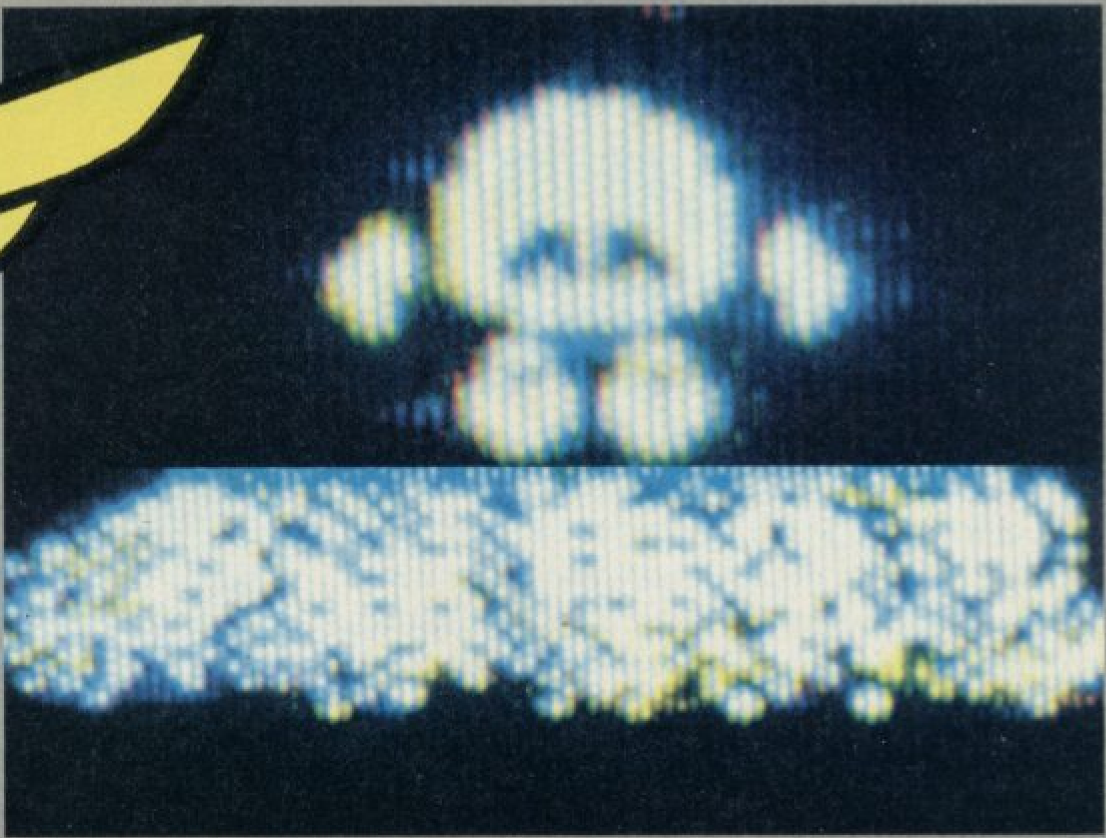
Thanks to the many readers who sent in the solution to Dizzy 4. Here is the most condensed version from Daniel Hall, Gillingham, Kent, ME7 2LG. Well done Daniel an enourmous prize is on it's way! (Actually it's not that big but you can bet that there're at least 10 games in it!)

Right, get diamond, L, L, get key, get diamond, L, talk to Dylan, L, L, use key near door, drop bottle, L, get handle, go through the top right exit, get diamond, L, U, R, get diamond, L, L, L, U, get diamond, get Power Pill, D, R, R, R, get onto top of bed, jump left, U, get diamond, U, get rod, D, D, D, L, talk to Prince Charming, get diamond, L, press enter when you are the lever, L, L, talk to Dozy, get apple, R, R, R, R, R, R, drop handle near well, get bucket, R, R, R, R, kill ghosts by touching them, R, get diamond, drop apple, drop pill, talk to Glenda, R, R, get diamond, use bucket near geyser, L, get potion, L, L, get frog, L, L, L, L, L, L, L, drop frog near Prince Charming (you have rescued Dora), L, L, L, L, drop potion, drop bucket, R, R, R, R, R, U, R, jump onto cloud, jump right, get cloth, drop cloth on top of well, get onto cloud on the right, jump right, get stick, D,

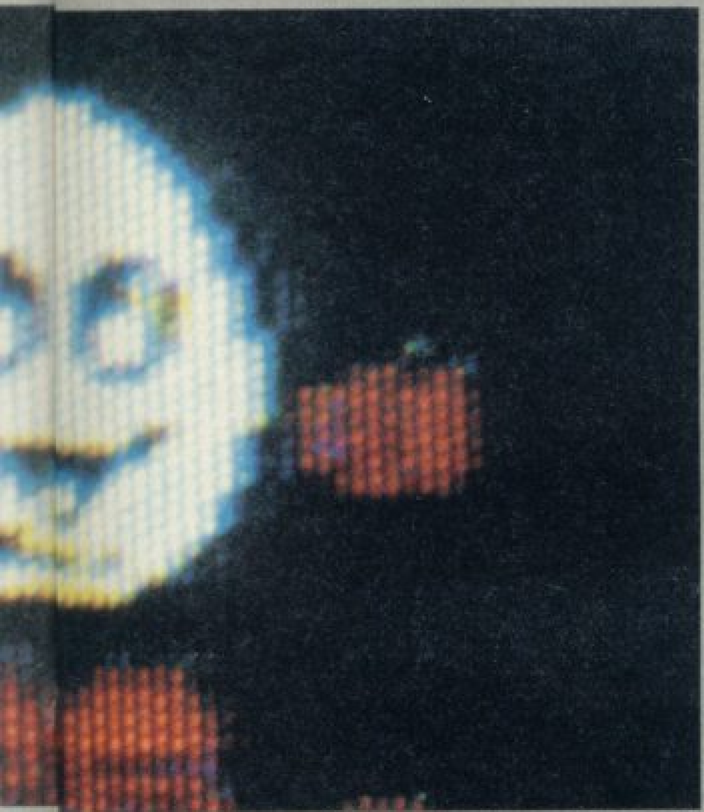




CKING



UAD



get railing, get diamond, drop railing, U, get diamond, get onto the platform on the left, jump left, get diamond, fall through clouds on top of well, R, get onto the left platform again, get onto the right edge of it, jump right, get onto the right edge of the right platform in this location, jump right, get cat, jump right again, get diamond, get dagger, L, L, use dagger near white bush, L, L, L, L, L, L, L, L, use dagger near goat, use stick near goat, drop stick, get diamond, R, R, R, R, R, R, R, R, get leaf, R, R, R, R, give cat to Glenda, give leaf to Glenda, get apple, give apple to Glenda, L, L, L, L, L, L, L, L, L, L, L, L, get bucket, get potion, L, L, talk to Denzil, drop bucket near Denzil (you have rescued Denzil), L, get diamond, drop potion, R, get stereo, R, R, R, R, R, R, R, U, L, get cross, L, L, go near post, jump left, you should land in the location "Out on a limb", D, get railing, get diamond, drop railing, jump left, U, get onto the platform on the right, jump right, jump left, talk to bard, drop stereo near bard, get pipes, get diamond, walk left until you fall off the platform onto the troll bridge, L, L, L, get potion, L, D, get diamond, D, drop pipes, get the torch that is under the stairs, R, get diamond, talk to Daisy, drop potion near Daisy (you have rescued Daisy),

L, get pipes, U, U, drop cross, R, R, R, R, R, R, R, R, R, R, R, go down well, go onto small ledge where the diamond is, get diamond use pipes while you are still on the ledge, wait until the mouse has completely gone, drop pipes, L, get sticky thing, get diamond, L, get lamp, U, L, L, L, get Excalibur, L, drop lamp, R, R, R, R, R, R, R, R, R, R, R, give torch to Glenda, take potion, L, L, L, L, drop potion near bush (you have rescued Dylan), L, D, L, L, U, U, R, jump onto cloud, jump right, get cloth, walk off of well, go down down well, L, L, U, L, L, L, L, use cloth near lamp (you have rescued Dozy), L, drop cloth, L, L, L, U, U, get onto the left platform, jump left, get diamond, D, jump into mirror (note that while you are in the mirror your controls are reversed), touch Queen, get diamond, L, get diamond, touch Grand-Dizzy (you have now rescued ALL of the Yolkfolk, now you must kill Zaks), R, R, D, get diamond, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, jump onto the smoke to get across the volcano, R, get diamond, D, D, go through the top left exit, get railing, get diamond, drop railing, R, get diamond, walk up to the devil, but don't touch him, get trident, U, U, L, L, D, L, L, L, L, L, L, L, D, L, L, U, L, L, L, L, L, L, L, L, U, U, U, go near Zaks and use trident (you have killed Zaks, but still your adventure is not over), get ring, get diamond, D, D, D, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, R, U, R, R, D, D, walk up to devil, but again don't touch him, go through the bottom left exit, go onto the middle platform, drop ring (the devil is now safe to touch), get diamond, R, Now walk up to the devil (Congratulations you have completed MagicLand Dizzy!!! get onto the platform on the right, jump right, jump left, to finish.

EUROPEAN SUPERLEAGUE

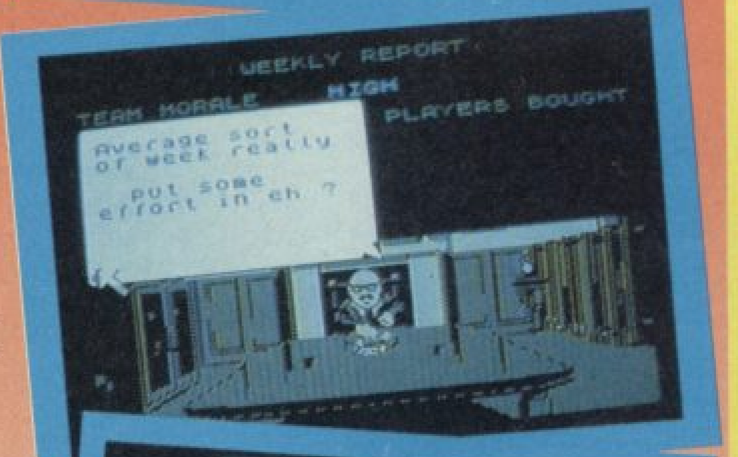
Make 'em sweat!. That's the solution for any football team that loses a game by six goals or more, and believe me at European Superleague level this can happen. As manager of a top European side, you must lead your team to championship victory in the face of massive odds and three difficulty levels in this challenging football management sim.



During the course of the year you must deal with the press, your team's fitness and morale, game tactics, the stuffy old club chairman, a nagging secretary, hawking opposition managers, the skulking groundsman, an over cheerful trainer and a team that looks tougher than a squad of Italian riot police. Phew! what a task.

Make no mistake folks, this is an office bound job. In the main screen you are behind a desk with your very own diary, telephone, intercom and picture of the family. Other objects in the office include a filing cabinet where team reports are stored and a door which gives you access to the outside world. Control is excercised, (press-ups and sit-ups ten times a day), by using the keyboard to position an arrow over the symbol you want to use, then activating a range of options.

There is a lot happening in this game so even if you havn't anything pencilled in your diary to do, make sure you keep busy, remember there's more to being a manager than wearing a sheepskin coat. The problem is that slow gameplay means there is a great temptation to skip off home early, however this type of play will leave the team in trouble and get the manager fired!.

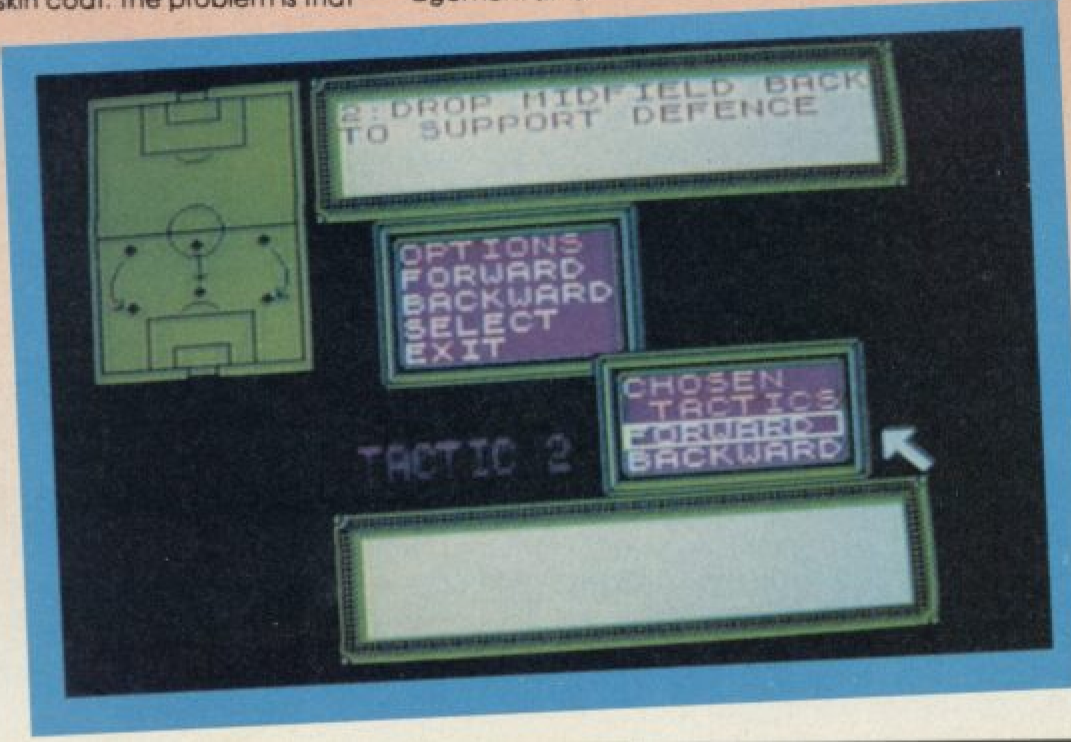


The graphics are competent without being stunning, your secretary is no Betty Boo just tough as diamond boot studs! The same faces keep appearing throughout the game and the main office graphics are quite clear and pretty.

The Superleague management routine can get monotonous unless you really understand (or really want to) what you are doing. Each week passes very slowly unless there's a midweek game, while computer controlled home and away matches take place quickly and without any on screen play.



CDS have obviously put a lot of effort into designing European Superleague as an in-depth management game, thus it takes time to figure out and then even more time to master. As such it might be viewed as a long term investment, but only if you're a dedicated fan of sports management sims.



LABEL: CDS SOFTWARE

MEMORY: 48K/128K

TAPE: £12.99

DISK: 14.99



Taking your team to the top in this sim could proove harder than winning the real European League Cup! But perseverance will pull you through coupled with agresive tactics, so go in studs up!

scores

GRAPHICS	78
SOUND	n/a
PLAYABILITY	67
LASTABILITY	70
OVERALL	72%

Alan Dykes

Here's your big chance to follow Gazza into Europe and kick some butt. European Superleague will appeal to soccer strategy maniacs who are keen on EC integration, it will probably dribble past most real time action fans though.



FIRST INTO BATTLE ...

Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination

... LAST TO LEAVE

ocean

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HYDRA

GAME:
Hydra

LABEL:
Domark

MEMORY:
48/128K

TAPE:
£10.99

DISK:
£17.99

Ain't no mountain high enough, ain't no river wide enough it would seem, to keep Hydra from delivering the goods!. Yes, if you've ever wondered what all those sinister looking bike couriers do in their spare time then Hydra may provide a few answers.

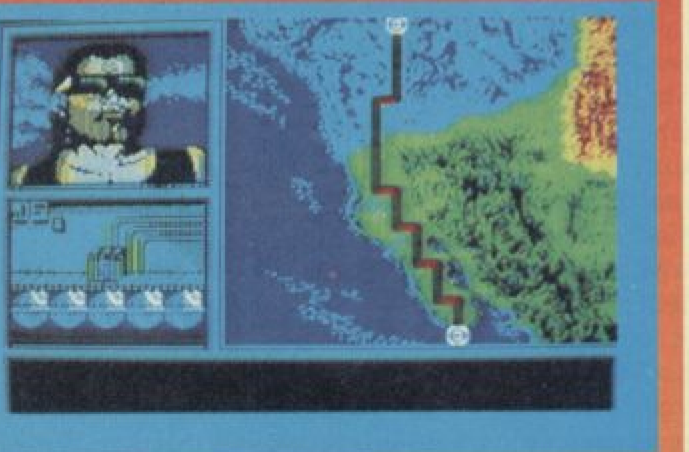
As driver of the Hydramobile it's your job to deliver a variety of highly sensitive cargoes, intact, to their respective destinations. Naturally, in the process you must knock off a few baddies as well, but its not all mindless violence, there's a lot of driving skill involved too, so sharpen those reflexes!

There are eight missions to complete, each in a different part of the world, and each with its own obstacles and enemies, e.g. when in Germany you must avoid trees which litter the road. The most common enemies are Dalek like creatures but watch out also for mines and vehicles which appear to throw roofing tiles at you. The score builds up by killing these enemies but the primary objective is to get that cargo home safely, for which you receive payment. This allows you to get more weapons to use on the next level. Each time Hydra crashes or gets shot up the cargo gets stolen, and must be recovered or you won't get any end of level dosh, so there!.

When you do get some money, go spend it in Ziggy's weapon shoppe, special offers today include homing missiles, an uzi, some nuclear bombs, a flame thrower and a shield. Some of these are quite expensive and the shop doesn't't take cheques, even if you've got a connect card!, lets face it, Ziggy isn't just ugly, he's mean as well.

The graphics on the opening screens are really colourful but take on a more familiar look during the game. There is quite a lot of scenery though. Alongside the main screen there are gauges which show score, money and fuel levels, weapons etc. these all operate simultaneously. The sound is good throughout with a dangerous sounding Depeche Modey backing track and explosions to keep all you violence loving critters happy.

Hydra is not really an original game format, but does add a new concept to the genre, that of the international courier, hurrah!, it's about time these lads got some recognition. Although you may recognise Hydra immediately it has enough good gameplay, graphics and sound to make it worthwhile.









scores

GRAPHICS	76
SOUND	85
PLAYABILITY	85
LASTABILITY	82

OVERALL 79%

Alan Dykes

Hydra's nice little touches, warp gates, weapons shops and nicely scrolling landscapes mean if you've got spare cash and a feel for the open road - it's worth a quick blast!

Review



Garth Sez:
Hydra is full of nice little touches, warp gates, weapons shops and nicely scrolling landscapes. If you've got the spare cash and a feel for the open road then it could well be worth a quick blast!

HYDRA FAX

Hydra the super courier is so named because the vehicle is a Hydroplane, ie. one which is equipped with hydrofoils or other special equipment that raises it above a surface thus reducing drag and increasing the top speed it is capable of.

The Chinese have more semi-hydroplaning torpedo boats than any other major power, these craft have bow (front) hydrofoils only, thus only the forward part of the hull leaves the water they can still travel fast though.

Hydras are also fresh water inhabiting invertebrates, (wot?), and are related to jellyfish, anenomes and coral. So next time you squash a jellyfish, watch out it might nuke you.

FISTS of FURY

EDITION 2

Take four good games, strip them of their original packaging, re-collate the cover art work and put them all in one box with an accompanying manual and you just might have a mega product. Well that's exactly what Virgin have done with this martial arts bash. And what a bash it is!

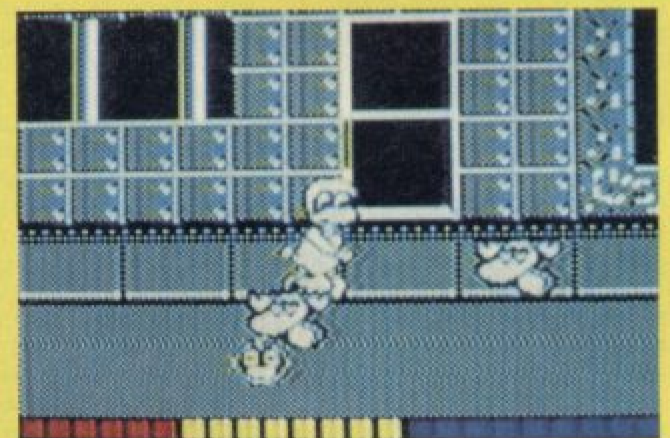
Shinobi, The Ninja Warriors, Dynamite Dux and Double Dragon 2. There can't be anyone out their who hasn't seen these games before so don't expect any surprises. Various scenarios and thugs to beat up, a leathal dose of weapons to be had and lots of levels to contented with. When you get fed up of one game just slap in another. The games themselves rate from the good to the drop a load in your pants variety! The playability of Ninja Warriors is particularly rewarding (you can spring twenty feet into the air, spiraling in a menagerie of patterns that would put a high board diver to shame, and still be able to land foot perfect and deliver a deft blow straight into the happy sacks!)

Shinobi's shuriken spewing antics are well at home in the compilation, but Dynamite Dux is a very obvious odd one out. Resembling a famous aquatic TV presenter, you punch and shoot your way through streets to rescue your kidnaped duckling (yuk!) whilst being chased by dogless heads and false teeth throwing crocks! It may sound quackers but it's sickeningly cute.

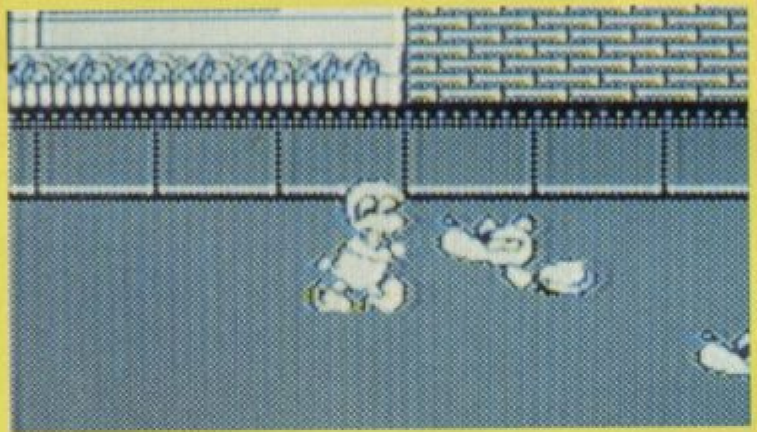
However it's Double Dragon 2 that's the real star. Best enjoyed bashing with a friend at your side. The graphics are excellent and the game play, although limited in it's nature, is significantly advanced by the ability to use different weapons left lying about. Possibly the best compilation this reviewer's seen to date. Every game's hot so buy the lot!



Shiinobi - great graphics and true beat 'em up action rescueing midgets.

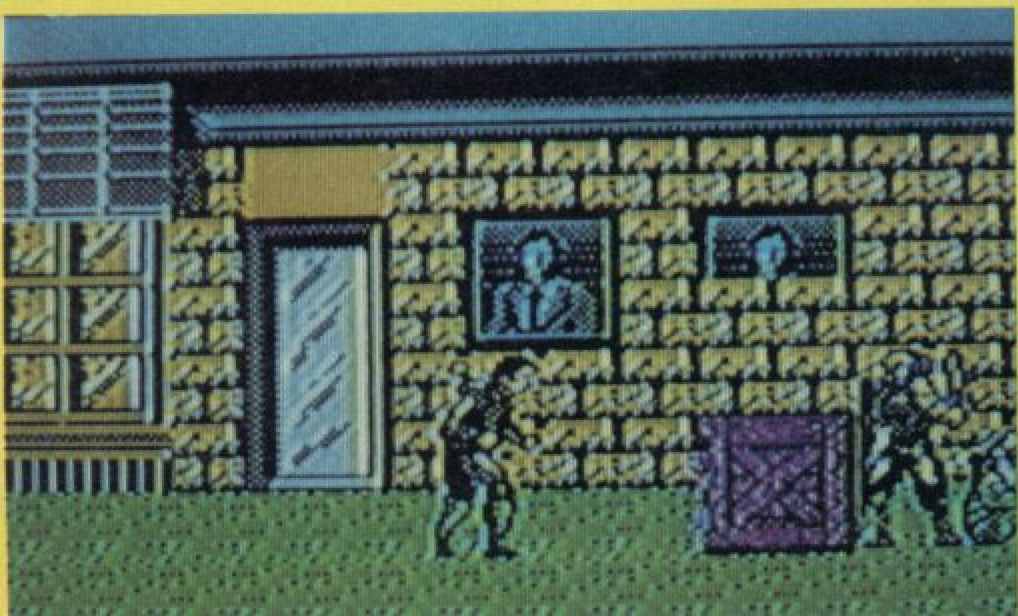


What's up duck? One of the strangest cutey games - Dynamite Dux.





SU GOLD



LABEL: VIRGIN

MEMORY: 48K/128K

TAPE: £14.99

DISK: £19.99

FIST FAX

Judo was initially developed by a Japanese doctor in 1882

The highest grade in ka is 10th dan and the han of people who have achieved this status are in Japan

The most famous martia artist to have lived was Bruce Lee. Being of slig build he was still able to send a man three times own weight flying with a single punch

scores

GRAPHICS	89
SOUND	70
PLAYABILITY	89
LASTABILITY	92
OVERALL	90%

Steve Keen

Ah-so kimo shanti. Waso mantarnae yeshi yoshi seyanara sarb hack hack! Confusious he say "Many good games make lasting and action-packed compilation

Review

LABEL:
Virgin

MEMORY:
48K/128K

TAPE:
£10.23

DISK:
£n/a

The Viz comic was actually the brainchild of Brothers Chris and Simon Donald who originally launched the magazine in 1979 as a collection of the bad taste cartoons that the two of them were known for around Newcastle.

The first official print run was 150 photcopies which sold out in one afternoon in gents lavatories (actually it was in pubs).

Flushed with sucess, the boys decided to make Viz an on-going concern and over the space of the next 5 years they produced another twelve issues which were sold in pubs, small shops and on Newcastle University's campus. By this time (1984), Viz was up to a print run of 5000.

By the end of 1984, Virgin had agreed to take over the distribution of Viz and the circulation rocketted to 60,000.

Nowadays, Viz's circulation has risen to the unfeasibly large number of 500,000 and the marketing side of the mag sports T-shirts, underwear, sweatshirts, even calenders.

Viz



Take your partner by

Weird? Wacky? Educational? I just don't know folks, one thing's for sure though, Viz the comic is even crazier than the paving on an Essex garden path, and twice as naughty as a scrumping schoolboy.

So, what about the game? We've been waiting, nay anticipating the appearance of Viz ever since Virgin first announced they were working on it, and ever since S.U. previewed it back in March. Well, this is your big chance to find out if Virgin and John Brown Publishing made good bedfellows, (fnarr, fnarr), as the S.U. Crew give the game (and Biffa Bacon) a bashing to see if they have managed to pull off, (yuk, yuk), the transition between comic characters and computer game giants.

The opening screen allows you to choose between three Viz regulars, depending on whether you want to be; incredably flatulent, a bully, or have unfeasably large testicles, because, yes, it's Biffa Bacon, Johhny Fartpants and Buster Gonad, making thier first prime time T.V. appearance on Fulchester Television, yippee !! You then begin a race against time, the other contestants and a variety of invariably rude Viz inhabitants who will try to make it as tough as possible, in fact, a real rough ride, (heh, heh). The day's compere is that nice man on the telly...Roger Mellie and he's in a right ruddy humour probably 'cos Tom, his producer, is nowhere to be seen!. In order

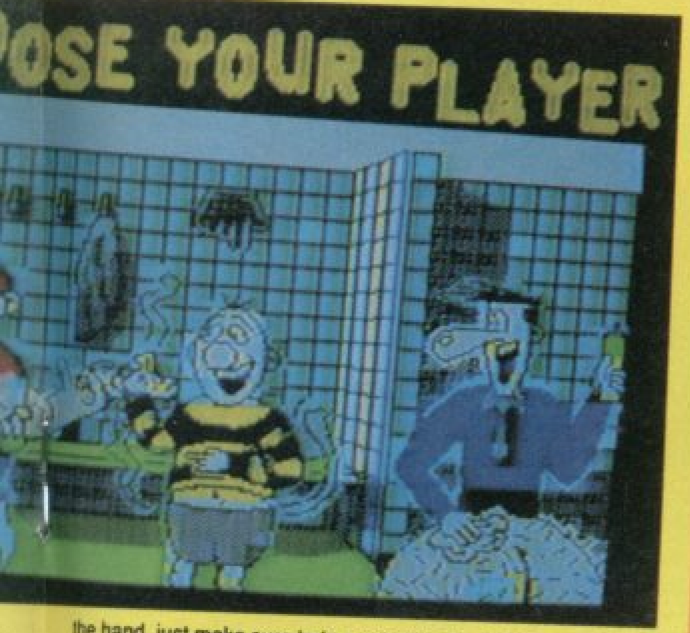


Buster gets acquainted with himself. He never gets bored because he knows that

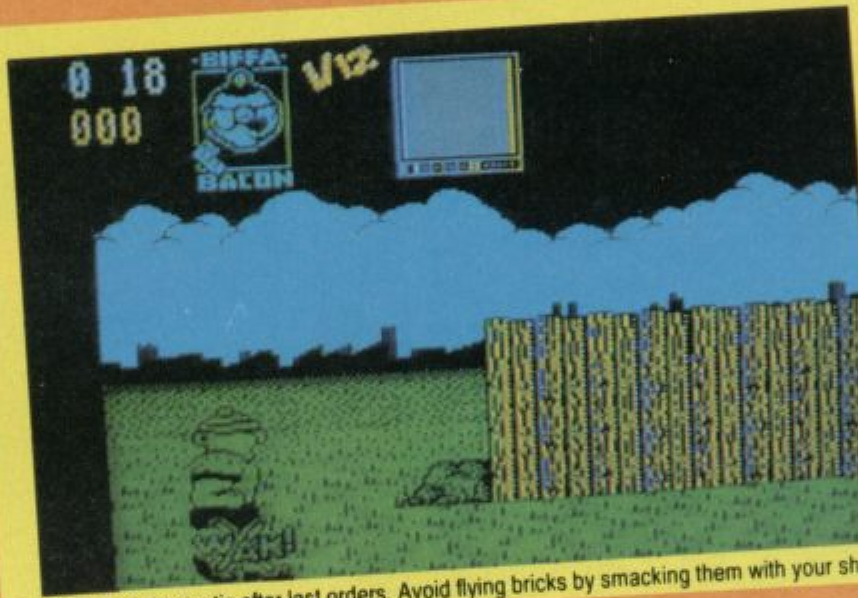


Hold your breath I feel a whiffy comming on! Johny Fartpants contemplates the chemical properties of a room full of methane!

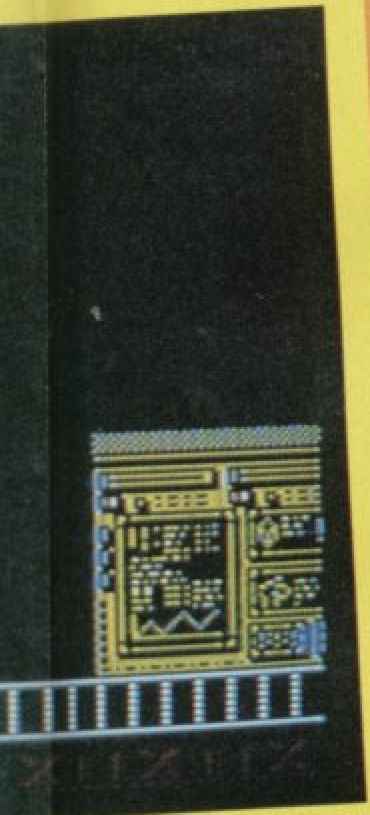




the hand, just make sure he's washed his first, eh Buster?!



Garth's used this tactic after last orders. Avoid flying bricks by smacking them with your shins!



hat what ever he does he'll have a ball.

to make sure that people stick to thier own lanes during the race Rodney Ricks will be chucking bricks at those who deviate.

Each race starts with a bonus screen in which Buster, Biffa and Johnny collect tokens for use with their specialist skills during the event. These bonus levels are wrist and joystick mangling, as their success largely depends on quick shooting and frantic wiggling, (double fnarr, fnarr.)

The bonus competitions for each character are naturally based on thier world renowned talents. Biffa's include lager drinking and fighting, Buster's are painfully plum pulverising and Mr.Fartpants esq.'s involve lots of brussels sprout induced whiffy guffs.

There are five races; country, town, building site, beach and night club where people like the Parkie and Mrs. Brady, old lady will try to spike your scrotum or cork your canal which makes things not so easy.

The graphics and the gameplay recreates Viz admirably - the zany personalities and images of the comic are all there, easily recognisable and with all there peculiar talents intact. Where Viz is let down is by the not quite so successful joystick-wrenching gameplay.

The graphics during the races are acceptable but the sprites can mix and become confusing, this confusion also extends to avoiding obstacles and crossing bridges/paths, which can be difficult to judge. Another annoying feature is a tendency to get put back in the same place or situation which you've just been killed, thus resulting in a second loss of life. There is a short period of immunity once you return, but because of graphic confusion this can be wasted. Be warned that all of this can lead to serious frustration.

On a more positive note the music and background sounds are reasonably good and fit well. Overall Viz is a mixture of good and bad. It's just possible that the bad points are actually deliberate, as Viz traditionally likes to do things differently, but I don't know...., as Biffa might put it, "It's a reet cheeky ghay-em, 'an not fer ya mutha or fatha like".

scores

GRAPHICS	82
SOUND	80
PLAYABILITY	74
LASTABILITY	84
OVERALL	81%

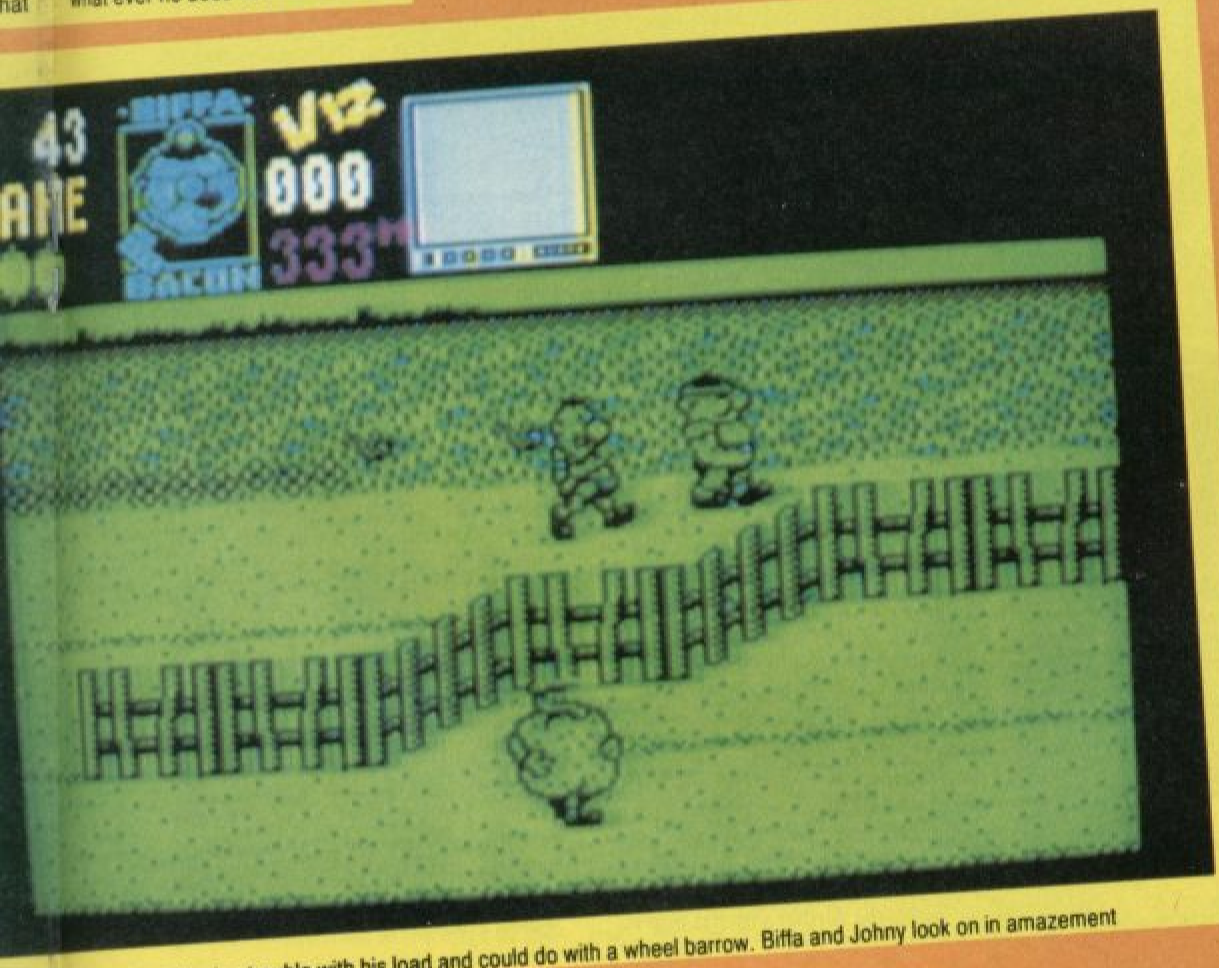
Alan Dykes

Viz starts out with great promise, and there's no denying, it is quite entertaining, however, control can be difficult and even frustrating. You'll either love it or hate it.



GARTH

I 've been following Viz since it's first inception and the actual characters themselves are brilliantly done. Some backgrounds however, can be cluttered and misleading and although it started out well, it looks as if Virgin couldn't keep it up long enough to have a creamey product on their hands.



Buster's having trouble with his load and could do with a wheel barrow. Biffa and Johny look on in amazement





The Sorc



Greetings, mortals. I recently had reason to purchase the Guiness Book of Hit Singles. In case any of you haven't seen this excellent tome, it is a complete collection of every single ever to grace the carts, from the very first chart published at the end of 1952 to the very latest chart at the end of 1988 (new edition out soon I presume), and even if a record only makes number 75 for one week in the summer of 1987, it will be covered somewhere within the pages of the book.

mention this not only so that I can bore you with such mind-numbing trivia as 'which song did Doctor Kildare and Roland Rat both have a hit with?' (the answer being the Elvis classic 'Love me Tender'!) but to tell you that I have found a group called the Adventurers (from Ireland) and a song called 'The Adventures of the Love Crusader' (by Sarah Brightman), as well as adventure titles such as 'Cloud 99' (St. Andre's Chorale), 'Eldorado' (Drum Theatre), 'Escape' (Rupert Holmes, sub-titled The Pina Colada Song - yes, THAT Pina Colada Song!) and 'Ghost Town' (a number 1 for The Specials). I have no doubt that there are many, many more.

But as I was scanning though the titles, I did wonder if the book could be useful for people who may be struggling in vain to come up with an idea for an adventure game. Rather than finding songs that have been adventures, why not find songs and turn them INTO adventures. Quite often the title will suggest a them for a game, as in 'Calling Occupants of Interplanetary Craft', 'Hanging Garden', 'Or Heart of Lothian'.

Just another source of inspiration that might easily have been overlooked. Mind you, turning 'Einstein A-go-go' into an adventure might challenge even the might Zenobi Software!

Speaking of which (subtle, eh!), I see that s'drarreG ekiM 'One of our Wombats is Missing' seems to be doing reasonably well. There was a very nice map of it published in the latest issue of Spellbreaker (a magazine that, sadly will not be with us for very much longer), all 100 locations neatly drawn and labeled. The map is much nice than the one I made when I saw a version of this game, ooh, too many years ago to tell you precisely when. A bit tricky to play at the beginning, but it does get easier the further you get into it, so if you like a challenge at the start then you won't be disappointed.

When I did first see the game, I was very much impressed by the test descriptions for the various locations as you roamed around the zoo which forms the heart of the game, although quite what Eucalyptus leaves are doing near an Aardvark I shall never know. Still, as the old saying has it, Aardvark never did anyone any harm.

If you groaned at that, as you had every right to, you will find yourself groaning quite often at 'One of our Wombats in Missing', for the drarreG sense of humour is very much to the fore throughout the game. At a price of only $2.49 though, you're only paying a few pennies for each dreadful joke, so you can't complain too much. I mean, when you find an uninhabited cage, what else could it have contained but the missing lynx?

Zenobi Software, as ever, are not on the telephone but do live at 26 Spotland Tops, Cutgate, Rochdale, Lancashire, OL12 7NX.

FSF Adventures, who have been a bit quiet on the Spectrum front of late, have two new titles coming out shortly. The two titles in question are 'The Krazy Kartoonist Kaper' and 'Grue-Knapped' which is an adventure firmly set in spoof mode. The first of these games will be make available in 128K mode only, and the second one will be sold with it on the same tape/disk. 'Grue-knapped' will also be available separately for all 48K owners.

For further details, FSF Adventures can be found at 40 Harvey Gardens, Charlton, London, SE7 8AJ.

A quick protest about Channel 4's Teletext service for computers (page 568), which I have just looked at. Does nobody own 8 bit computers anymore? Not according to Channel 4, it would seem. If you have Teletext, then turn to that page on Channel 4, note down their address, and write and complain! We 8 bit people deserve a mention too.

Finally another game from Zenobi that sounds rather wonderful. Called 'Teacher Trouble', you star as a young pupil called Ernie, who has decided to pull the old illness stunt and not go to school. By sheer coincidence, aliens choose the same day to invade the Earth, and since you're not at school you fail to see them arriving at Wenton Comprehensive and taking over the school. When you do finally go in, you notice that some of the teachers look a bit, well, alien. Can you with your friend Dillon, rescue the real teachers from the aliens? Another game $2.49, for 48K or 128K owners, and you already have the address to write to. Why did things like that never happen when I was at school? Byeee!

eress

THE LABOURS OF HERCULES:

(From where we left off): get rope, w, n, w, drop rope, get skin, e, s, s, w, w, nw, w, sw, w, w, w, push tree, cross, e, n, u, ne, u, wear skin, in, chase board, w, chase board, nw, chase boar, nw, chase boar, n, throw net, get board, s, sw, s, d, jump, d, s, w, cross, e, e, e, ne, e, se, e, e, n, n, n, give boar (Eurystheus tells you to report to King Augeias), s, w, drop skin, e, s, s, w, w, nw, w, sw, s, (King Augeias sets you the task of cleaning his stables), n, w, w, s, s, get spade, n, n, dig, dig, dig, s, s, get saddle, n, n, e, e, ne, e, se, e, e, n, n, n (Eurystheus sets you the task of the Birds of Stymphalus), s, w, drop spade, drop saddle, get bow, get arrows, get cymbals, e, s, s, w, n, ne, nw, n, n, bang cymbals, shoot birds, get bird, s, s, get food, get wine, se, sw, s, e, n, n, n, give bird ... and prepare for another task next time!

DODGY GEEZERS:

(from where we left off in part one): go south, east to Electricity Street, northeast to the Deserted Road, get pickaxe, west to the dark alley and it will now be Saturday afternoon. Go west to the Snooker Hall and Mr Video appears. When asked if you are up to some sort of caper answer Yes and he will leave. Go east, east, southwest to Electricity Street, southeast, south, southwest, southeast, southwest through the alley to the point where there are non-returnable bottles, cardboard boxes, Kentucky Fried Chicken cartons and slime, hang about approximately 19 (!) times until Saturday evening and hand about 5 more times. You will be in a dark alley full of non-returnable bottles etc., and you can see Bullet-Proof George, Cracker, Tricks, Soapy, Little Ken, Tweedle and Mr Video and we'll deal with them next time.

APACHE GOLD:

(from where we left off): using bottle of yuk and corn (moonshine from last time!) return to water hole, travel in wagon, travel in canoe, go to old ranch, give moonshine to cowhand who gives you information, travel by canoe, go up mountain, take pile of dirt, throw dirt on campfire to get puffs of smoke, invert stick, wave stick, Indian gives you password to open wigwam flap, go to wigwam flap, say monigero and you are transported to the edge of the lake. Sit on the floating log, which takes you to an island, go north to apache tomb which is blocked by a huge boulder, so push hard (those very words) and you will find the gold which you've been seeking. Well done!

RED MOON:

(from where we left off in the 9th and final mission!): as you pick up the crystal two dragons emerge from the side rooms, they quickly encircle you leaving no exit, so wave fan (this produces a strong wind, which blows the dragons fire back at them and they disappear - highly likely, I must say!), w, open door, w, open door, n, light lamp, n, n, u, d, s, se, se, se, s, w, take potion, drink potions (Your 'hit points' are restored to their original value of 50), s (as you enter the house the game ends and the final message appears), so WELL DONE! You are a grandmaster adventurer!

THE BOGGIT:

(we left at the end of part 2, so you should have saved game and switched off. Now load part 3 and re-load saved data) e, climb into boat (you meet a minion flogging 'duty free', give credit card, look, take duty free, examine boat, examine thingumy, tie rope to thingumy (boat starts and you chug across the river), wait (until boat reaches far side of river), climb out of boat, e, ne, pull web, ne, talk to spider, pull web, n, (magic door here, but since we're not the The Hobbit you can forget about it), w, s, e, (you meet the Beholder, so we'll deal with him next time!).

Getting you started

BEATLEQUEST:

(from where we left off): examine pocket, examine pocket, take hourglass, take portrait, eat poppy (off you go again!), look (back in the bedsitter), drop birthday card, drop portrait, drop hourglass, examine photo, out, d, w, w, take teacher, in, in (asked for identification), give photo (in court, judge asks for further evidence against Maxwell), give teacher, i (you now have Maxwell's Silver Hammer, out, s, w, n, n, examine hole, examine nose, take money, s, s, e, e, u, in, drop hammer, out, d, e, cross road, e, in, buy ticket, take ticket, change, in, search room, take gloves, wear gloves, sit, wait (you now end up watching a film, which is about YOU!(u, out, out, (robbed by a Hare Krishna devotee)... and we'll continue next time.

THE LOST RUBY:

(from where we left off): s, w, d, enter dungeon, turn wheel, enter chamber, get yellow circle, ne, e, s, s, w, n, pull lever, get pendant, n, w, w ... and its over to you!

AFTERSHOCK:

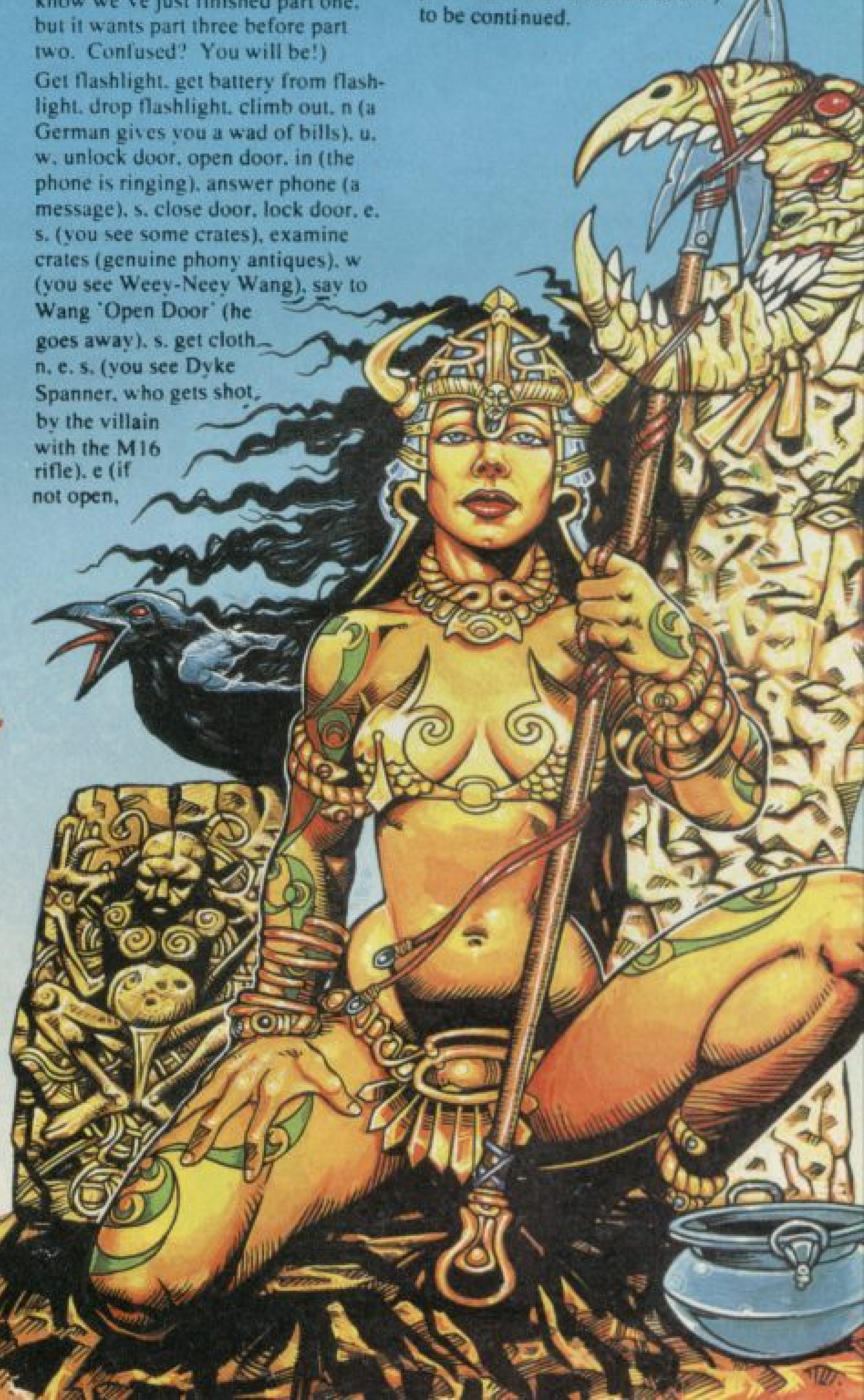
(from where we left off): enter car, start engine drive car onto ramp (you crash the car, but manage to make your way back to the northern edge of the chasm), look, (the car has, by some miracle, formed a bridge over the chasm), s, s, e, e, open gates, s, examine desk, take key, s, d, e, unlock door, drop key, open door, look, e, n, examine body (you will find a new valve, just as you would expect), take valve, s, w, w, w, (reactor services corridor), fit valve to blue pipe, connect wires to valve (using the screwdriver), e, u, press button, and ...CONGRATULATIONS! You can now read the nice message that comes up at the end of the game!

THE BIG SLEAZE:

(from the start of part three. Yes, I know we've just finished part one, but it wants part three before part two. Confused? You will be!) Get flashlight, get battery from flashlight, drop flashlight, climb out, n (a German gives you a wad of bills), u, w, unlock door, open door, in (the phone is ringing), answer phone (a message), s, close door, lock door, e, s, (you see some crates), examine crates (genuine phony antiques), w (you see Weey-Neey Wang), say to Wang 'Open Door' (he goes away), s, get cloth, n, e, s, (you see Dyke Spanner, who gets shot by the villain with the M16 rifle), e (if not open, WAIT), d (villain raises his rifle), shoot villain (he runs off, minus the leg that you just shot off!) examine leg (you find a bit of a photograph, get photo, u, w, n, n, w, climb into car, touch wires, drive to Brooklyn Heights... which is where we'll recommence next time.

THE PAWN:

(from the start): Meet Kronos first, accept task, and then ask 'what is the wristband', show note to palace guards to deliver it, in the garden you must look in fountain, examine bushes, look under mat, you can unlock the shed with the metal key from your jeans, in the shed look under and on the workbench, and take the hoe and the rake, put chit and coin in jeans pocket and use them to buy whiskey from Honest John, to stop the Guro laughing you must hide the wristband with your shirt, to remove the boulder you must tie the hoe and rake together with your shirt, and lever boulder, climb over rockfall, then carefully drop the Guru's bowl on the plateau, put some snow in it and take it back to the Guru, listen to his clue, go to tree stump and look in it to find the pouch, mix the colours together to produce a white, wooden key opens door in tree, to lift floorboards you must first close the door...,
to be continued.



Sorceress

READERS LETTERS

Karen Williams, from Newcastle (who for some reason asks me to mention Newcastle United Football Club), writes 'In the Gods of War, I'm having problems with Part Three of the game. You have to take various objects with you, I know that, but whatever happens I always seem to have the wrong ones with me. I don't want to be told anything else, but I would like to know what I'm supposed to have with me at the start of Part Three'.

* *That seems to be a fairly reasonable request! In no particular order, then, you need to have with you the following items: windmill, poison, car, uniform, map, sundial, clay, box and tome. Provided you've got that little lot with you, Part Three should hold no terrors. Well, perhaps a few!*

Dave Parker, a Gloucester man and hopefully proud of it, asks 'I don't know about you, but I personally HATE trying to work my way through a maze. I think adventures should have warnings on them, like packets of cigarettes (I agree, I agree!). I know I'm being lazy, but can you PLEASE tell me the way through that ******* maze in The Curse of the Seven Faces. Please?'

* *Well, Dave, you and I are as one on this (if you'll pardon the expression). Mazes that serve no real purpose are, to my way to thinking, a waste of computer memory that could be better served by doing something else. So I have no hesitation in telling you that the way through the maze, from the mirror, is South, South, East, Northeast, South, Southeast, Northwest, Southwest, East, Northeast, and then South, North back to the mirror. I've typed the directions out in full, to avoid the possibility of a mistake (I hope!).*

Alison Ford, currently living in Ipswich, tells me 'In the very rude game Robin of Sherlock (very rude, come on, it's all fairly good clean fun, although I do think that rude words of the type you're thinking of should not really be seen in games like this), I want to get into the cottage late on in the game. I've tried breaking in, but that doesn't seem to work. Is there something obvious that I'm missing?'

* *Hard to tell from here. But, if you have the cape, box and paper, if you've talked to Grandma and received an anonymous telephone call, then you can press redial at Hurn's Cottage in part three. This will make the police break into the cottage of your dreams, and then you are free to enter.*

Roy Cheetham, who resides in Aylesbury in Bucks. (I went to a night-club in Aylesbury, once, a place called Friars. Watching a group called Camel, as I recall. Oops, waffling again!), wants to know about a very good game called Mutant. 'The object of the game is to get rid of the Mutant, well, nearly the object, but how do you do it? I don't want to cheat (oh yes you do!) but I don't know whether I'm using the wrong words or what. He just seems to hide in his cave. How do you do it?'

* *How do you do it eh, Roy? Assuming we're still talking abut eliminating mutants, you must drop the fish outside his cave to get him out, then go to the scree above the cave and by levering away with the car jack, send a boulder falling down on top of him.*



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SU7

COST OF SOFTWARE

Ten quid for a computer game! Those software houses must be making out like bandits, eh? SU sent our spies into the deepest, darkest corners of leading software houses and came up with a very different conclusion.

Close your eyes and think of the typical software house. The programmers - hip guys dashing around in Ferraris, occasionally swanning into a swanky office to knock out an award winning bit of code. The office, a plush, well-appointed business addresses with Miss World as a receptionist, where you have to wade through the thick shagpile carpet to get through to the hi-tech offices, networked mainframes on every desk and robots whizzing around the warehouse to the sound of Pavaroti.

Fronting it all, some fat cat sitting at a large shiny mahogany desk, with nothing but a Mickey Mouse telephone sitting on it, turning towards you in a swivel leather chair, tapping out the cigar ash and saying, "Great game idea. Son - pick up your 100 grand at the desk on the way out."

If that's your idea of a software company then, should you ever be unfortunate enough to enter those portals, you're in for something of a let down.

The programmers are the badly dressed guys with a haunted look in their eyes that means their current game is two months behind schedule. The offices, fairly Spartan places, which seem in a constant state of organised - sometimes not so organised - chaos. The Managing Director, a guy with an ulcer, a portable telephone and more often than not, an overdraft. But how come, eh? I mean, at ten pounds for the latest computer game, they must be making millions! Making out like bandits! Taking six month holidays in the Bahamas! If popstars can make a fortune selling albums at half the price, then the software industry must be making two fortunes! Well, it's not quite like that, as it happens... If you pay a tenner for a game, surprisingly little gets to be profit, as you can see in our example, and that's for a number of reasons. Let's examine the process to see where all the money goes.

1) Programming

Yes, someone, somewhere has spent a significant portion of their life coming up with an idea, inventing code, designing sprites and then debuggin and rewriting, in order to come up with, THE GAME! More often or not, this will not really be one person, but a team of people and they won't only be working on the Spectrum, but for a whole range of machines, using tools called cross assemblers, which allow you to develop code on another machine, usually a fast PC, and then load it into your target machine, in this case a Spectrum. Time taken to develop a game varies enormously - a simple budget game compiled of standard routines could be knocked out in a month or so. A complex original game may take over a year. There's no average price paid for a finished game - but a good original game from a known developer could be expected to get £10,000 or so as advance payments, plus a royalty on each game sold of 20p to 60p. The very best can name their own price, a budget game or conversion might get no royalty, but just a one off payment.

2) Licences

If a game has got a theme taken from a Film or TV Series, or if it's based on a coin-op, then you can be sure that the software house has paid handsomely for it and is also paying a royalty to whoever owns the original rights, say 20-40p. This usually means that the programmers get less of a cut in case like this!

3) The Product

So, what do you take out of the shop when you hand over your money. A box, which is surprisingly pricey to make, a manual, maybe some freebie bits like stickers and the cassette. A glossy expensive package can cost well over £1.00 for the software house to manufacture, duplicate and pay the little old ladies (yes, really) to put all the bits in the box. The whole thing can be done a lot cheaper, though. Bung a tape in a small cassette box and print the manual on the inlay and you could get away with 30-35p. That's how the budget houses do it.

4) Middle Men & Shopkeepers

Wholesalers, called Distributors (Middle Men to you and me), buy most of the games off the software houses, placing large orders. They get a discount of around 45% of the retail prices, less VAT, the European Community sales tax, with itself is 15%. Yes, with each purchase of a game, you are buying your very own bit of a Butter Mountain! These Distributors sell on the games to the actual shops you buy from - taking their little bit of profit before the Shops sell it on to you, taking a little bit more. 45% might seem a bit steep to satisfy the Middle Men, but you'd be amazed the difference between the cost price and the actual selling price of most things. 45% is almost reasonable!

5) Marketing Adverts.

Posters. Funny things that hang up in shop. Competitions. Freebies for the journos (what dey? Ed) They cost money. Big money! If it wasn't for adverts that the software houses pay for the privilege of putting in this very mag, then it would cost over double what it does now. A high spend on advertisments would be 15% of revenue, low would be 5%. Oooerrr! So remember to read them carefully, OK!

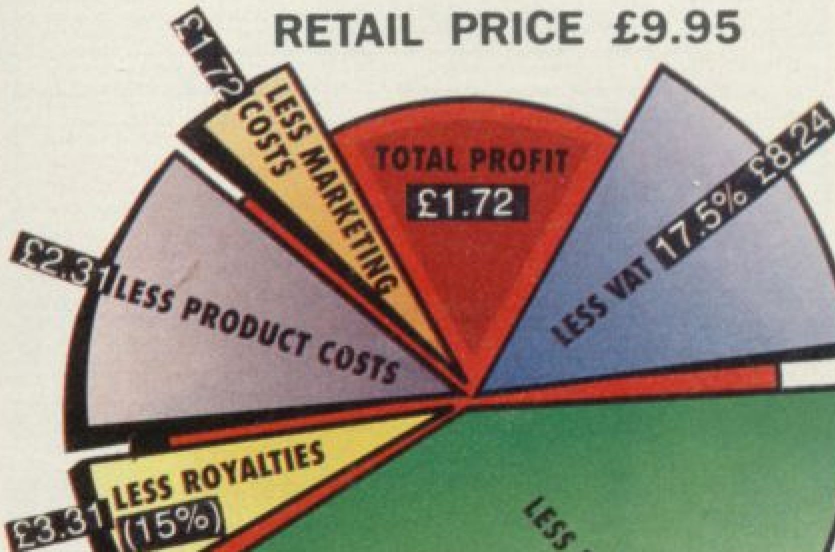
6) Overheads

Finally, there are Offices to run, rent to pay, bills to avoid paying and wages to cough up with at the end of every month. Not just programmers, if they work in-house. Receptionists, accounting people, project management people, salesmen, marketing and public relation people, operations people. Wages alone for a small staff 15? Let's say you wouldn't get much change out of £250,000. That's a lot, which hopefully gets paid out of.....

7) Profit

In our example that's £1.72 per game, to pay all the overheads and then make a return on all the money it's cost to put the thing together. Say you pay £5,000 for a licence, £10,000 for the development, then make £10,000 boxes and tapes and spend £7,500 on Marketing. Using our example, that's going to be £32,500 out of the bank before you start to sell, not including wages, etc. Working on that profit, they have to sell almost 20,000 units before they even break even, not including overheads. Undoubtedly, you can make a fortune if you have a megahit - Teenage Mutant Ninja Turtles reputedly has sold around 500,000 games, but you can bet it was one expensive game to produce. But for the middle order and low rank titles - it's certainly not Money for Nothing.

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Audiogenic, who have been releasing some excellent games on the Speccy lately (they've all received SU awards for goodness sake!) are offering Helter Skelter and the incredible Lone Wolf (including the free Lone Wolf role playing adventure book The Plague Lords of Ruel) at the once in a life time price of 8.99 each. However that's not all, because if you buy the two together you will also get an amazing extra game - of either Exterminator (128K only) OR, Emyln Hughes International Soccer absolutely free. (Swoon!)

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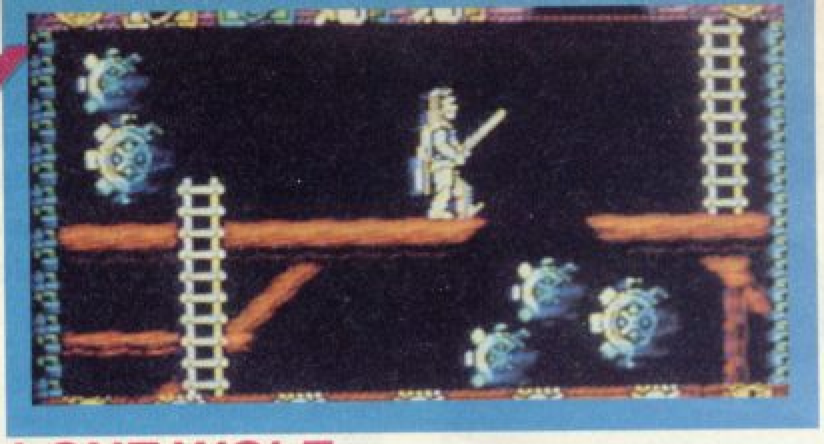
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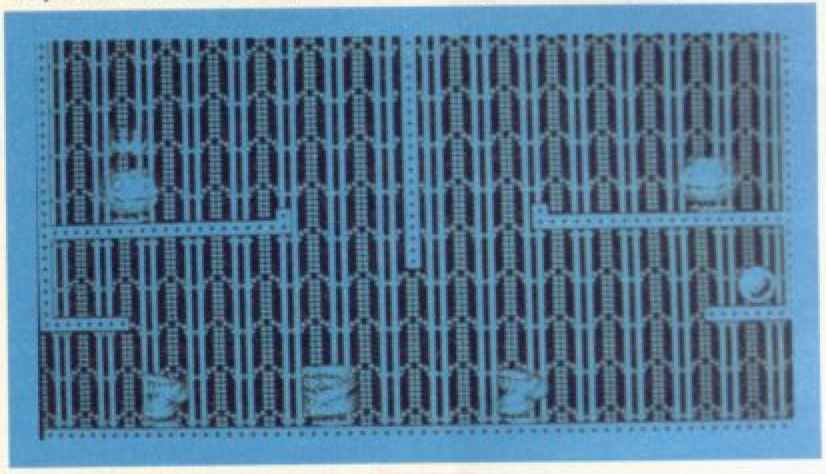
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LONE WOLF

This incredibly graphic adventure includes fantastic sound and taxing game play, being awarded an S.U. Gold in the June issue. Battle the gargoyles and combat the under world Guardians and other foul creatures in this in-depth arcade classic, but don't forget it's only a game!



HELTER SKELTER

This totally hectic game could send you thoroughly mad. You are Billy the bouncing ball trapped in a mysterious land crawling with monsters. By bouncing on the beasts heads you can kill them, but beware if you trounce their bonces in the wrong order they will split in two doubling your problems. Lots of features are to be had as well as various foes. You can bounce with a friend (oo-er) or team up against the creatures. Great fun and crucially comic.

EXTERMINATOR (128k only)



Another S.U. Gold, Exterminator pits you against hordes of disgusting bugs in a 3-D scenario. As an extremely well armed pest controller you have to rid various house holds of their infestations. Amazing detail has gone into the animation of the hand, the tool of your trade, and this spills over into the entire game itself. I'd buy this myself if it wasn't free!

EMLYN HUGHES INTERNATIONAL SOCCER



I know it, I know it, I know it......

Oh, I know, I know, I know, I know, I know this one. It's on the tip of my tongue.... Well old Emlyn, may have a bit of a memory problem but his game doesn't. Fully compatible with 48 and 128K Spectrums, EHIS has you playing football and more. You choose your team for each game selecting players having different statistics of skill, stamina and general footballyness.

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COIN OPS

RACING BEAT







Taito

We like multi-player racing games, the best to date being the now aging Final Lap from Namco. Taito must have liked it too, because their latest is something very similar called Racing Beat.

The theme is Formula One, with steering wheel, pedals and hi/low gears - with a choice of four tracks to race over. The view is shown from behind the car - like Final Lap. The difference this time, is that as you whizz around the track, there's a gauge on the bottom right of your screen that shows you how worn your tyres are getting. Take the corners very fast and skid a lot - and they wear out faster, which means you either have to slow down, or go into the pits to get a new pair put on. In a multi-player scenario, that kind of decision could get interesting.

Competently done, rather than stunning you with the wonderfulness of the graphics, FX or scrolling, Racing Beat is certainly worth a try if you have another human being to play against - but we've yet to be convinced that it has the playability to make it recommended over Final Lap.

ADDICT FACTOR 76





THE SIMP

Konami

When it comes to the big licences, there's no doubt about it, right now, there's no doubt about it. Konami are hot! Last Autumn it had a great four player beat-em up based on the cultural phenomena known as Teenage Mutant Ninja Turtles.

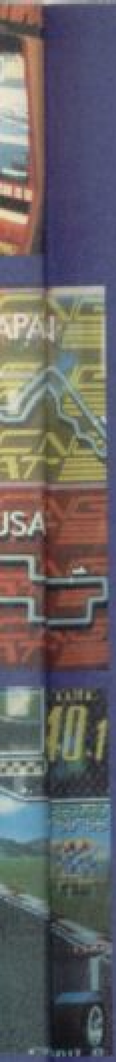
This Summer it has yet another four player beat-em up, but this time based on the cultural phenomena known as the Simpsons. From Cowbunga to Don't have a Cow in one mighty leap. And the good news is that, despite sticking to the formula that was so successful with TMNT - essentially a horizontally scrolling combat game - The Simpsons packs as much of a bite as a barrel load of Pitbulls!

To start off with you choose the character out of the family that you want to play.....and here's the only bad news, if playing with friends, only one of you can take the part of Bart, blatting the baddies over the head with a skateboard. Others much choose from Dad, (Homer) who has a bowling ball as a chosen weapon, Marge (Mum) with a vacuum cleaner or Lisa (Sister) who can do extraordinary things with a skipping rope.

The scam is that on a shopping expedition down the Mall, the whole family happen to bump into a robbers making a getaway from a heist on a jewelry shop. Blam! Result, one large heap of bodies and a huge diamond spins into the air - only to come down in a trajectory that ends up down Maggie's (Baby Simpson) gob. Not to be deterred by such minor details, the robbers make off with Maggie - and so the family must do its best to get her back.

Gameplay is quite simple -

ADDICT F



AVENGING SPIRITS

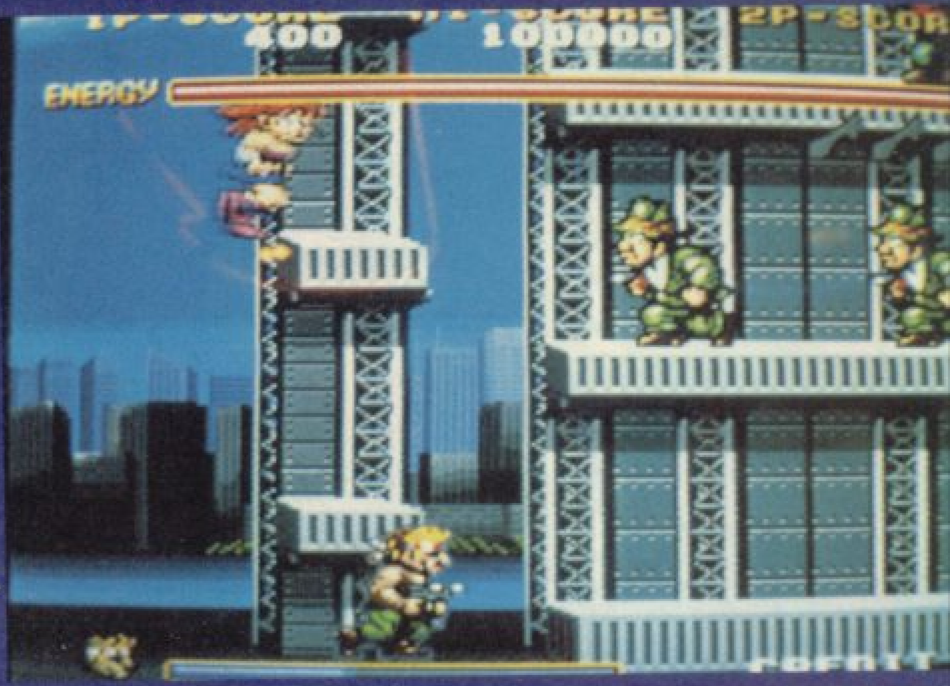
Jaleco

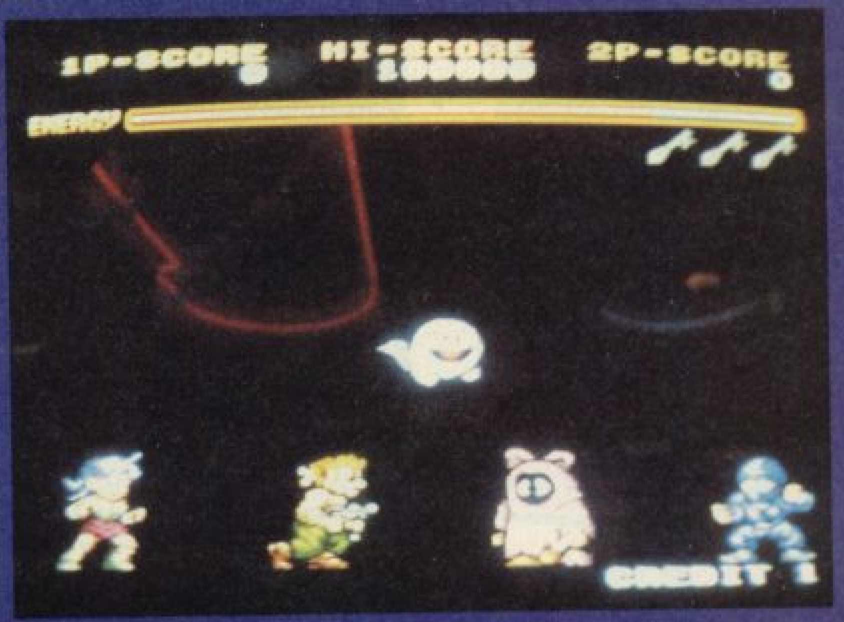
It's no secret that the Japanese are bonkers, but still it comes as a bit of a surprise when they come up with something as wacky as this. In a game with a name like this, you expect it to be about a particularly rough brand of Saki, but no. In Avenging Spirit, you play the part of - wait for it - a spook. See, you were going for walkies with your girlie, and got taken out by a gang of international criminals. That'll teach you to date the daughter of the leading researcher in Ghostology.

You got a bit enthusiastic in the, "Stop that or I'll call a policeman" department - and got terminally chilled. She got kidnapped and a stern ransom note sent to Dad, telling him to cough up with the info on Super Spooks. What does he do - only brings you back from the Spirit world in order to rescue the girlie. No peace from nagging women, even beyond the grave these days!

So, what happens is that you get to possess different members of the gang, and take on their form and abilities until they themselves get fried. At that point, you go back to your ghostly form and have to get back inside another body sharpish, before you run out of Spook energy.

A superior action game with a rather odd scenario - the gameplay twist that you can taken on the attributes of any opposition character is interesting, and should make for long lasting gameplay.....the price you pay for that is that there's quite a long learning curve to go up before you get any good at it. Which means you spend more dosh getting good at the game. Unless you're a dedicated gamer, you may not feel it worth the effort.





PSONS

with jump and fire buttons - with the added feature that two of the family can get together and form co-operative attacks, from time to time. Waves of baddies arrive and have to be taken out, plus the obligatory end of level Boss - with you loosing energy if you get hit yourself.

Energy can be got back if you find goodies to eat - and some on-screen items can be picked up and thrown at the opposition to good effect. But it's the great looking graphics, good sampled sound and clever animations that make the Simpsons such fun to play, 'though. You can pick it up in seconds - and bask in the reflected glory of Bart, swathing a path through the bad guys, without ruining his hair. Essential summer recreation!

FACTOR 86

BURNING FIGHT - Neo Geo

There are certainly some pretty good games for the Neo Geo now - with the latest off the plane being, Burning Fight - hot or what! To call the thing artistically inspired by Final Fight and Street Fighter would be reasonably fair - what you have here is large sprites inflicting horrific amounts of damage on each other - in an urban environment. In fact, the whole thing could be Peckham High Street at chucking-out time on a Saturday night.

Burning Fight is a competent journey along the usual beat 'em up road - you take your pick of good looking avenging heroes - then go and wreck serious havoc, all in the name of truth, justice and the 'catharsis is good for you' school of psychology. If you like this sort of thing, you'll get your bo-sticks off on this one, no probs at all me old matey.

ADDICT FACTOR 74





BUDGET

LABEL:
Domark

MEMORY:
48K

TAPE:
£3.99

DISK:
n/a

APB



Garth's comment:
I've always been a great fan of APB after spending hours on a rainy day in Rhyl on the arcade version.

You're nicked mate!. Officer Bob your friendly, local, road rozzer is here once again, this time on budget, to protect the general public from the greater excesses of the city criminal fraternity. If you havn't already been captured by him then read on, it might just re-habilitate you.

For those who havn't been brought up on a diet of cop movies and T.V.shows, an A.P.B. is an order to apprehend a criminal on sight anywhere and by anyone. Bob has to go through sixteen one day shifts and pick up so many criminals it will make your mind boggle. These include Litterbugs, Honkers, Hitchers, Dopers and Drunks as well as answering help calls and picking up cones. Naturally you must avoid knocking down buildings or pedestrians and for doing naughty things like this you get demerit points.

You see Officer bob is apparently a bit of a lad, and the police chief doesn't trust him very much. Thus if you get nine demerits during a day's work the boss will fire you. On the plus side the pay is good as Bob can earn between 2000 and 23,000 for a days work, not bad, eh?,

The main screen shows the mean city streets from a bird's eye view and there is four directional control over Officer Bob. His car has incredible acceleration which can make it difficult to avoid the curb or stay in the right lane, but once you get used to it it works out o.k..The graphics aren't bad at all but I wish the criminals were marked a little clearer.

All Points Bulletin is a simple, fun game that is quite playable if a little frustrating at first. It is firmly at home as a budget release and is worth a look on a long summers evening.





scores	
GRAPHICS	75
SOUND	80
PLAYABILITY	79
LASTABILITY	83
OVERALL	80%

Steve Keen

What ever you do don't play this one late at night. Garth took it home last week and we haven't seen him since!



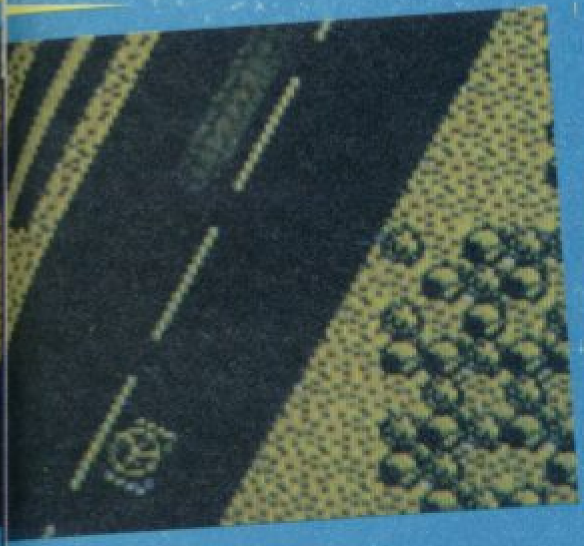
















Scores

GRAPHICS	72
SOUND	65
PLAYABILITY	81
LASTABILITY	82
OVERALL	77%

Alan Dykes

All Points Bulletin will keep you amused for many long hours and is nearly as much fun as watching your horrid big brother reverse his Cortina into the local river.



FROST BYTE

LABEL:
Micro Value

MEMORY:
48K/128K

TAPE:
£ 2.99

DISK:
£ n\a





Remember Silly Putty, Mud, Slime, Rubic's Cube and one of the first hand held games of its kind, Merlin. All kept me and my fellow school chums skipping lessons and sneaking off to the cloakrooms to compare slimeyness, slinkiness and sillyness.And many's the day I spent sprawled across the stairs with a Slinky endangering the lives of the household so that I could send an over sized spring tumbling down the steps.

Those were the days...I doubt if any of you would give them a second glance now, but to a whole generation then, they were the Game Boy's of the School yard.

Frost Byte takes the unusual character of a Slinky as it's main sprite, although he's unashamedly called Hickey here. Hickey has to tumble through the deep frozen ice caverns of the planet Cosmia which is in danger of being over run by terrible ghoulish monsters.

Collecting different coloured sweats along the way not only gives you a big tum, but increases your ability to jump, move and fall. Simple stuff, just slink and jump your way through the multi coloured caves and avoid the Ghouls.

The arcade platform benefits greatly from excellent sound and some very appealing graphics. Sprite detection lets you down some times, but you have five lives and there's more to be had so don't worry. It's quite perplexing what exactly you're supposed to do some times, but it's a fair bet that if it moves and you can't shoot it don't dare touch it!

However it's the frustratingly addictive game play that impressed me. It doesn't matter how many times you scream as you die and promise that that's the last attempt for you, 10 to one you'll be back for more in a second. How I ever got this written, Hickey only knows.

An unusually plain but strangely cute sprite makes this very nearly a classic budget game. I could play all day, but someone's got to do some work around here!

BUDGET

SDI

LABEL:
Hit Squad

MEMORY:
48K/128K

TAPE:
£2.99

DISK:
n/a

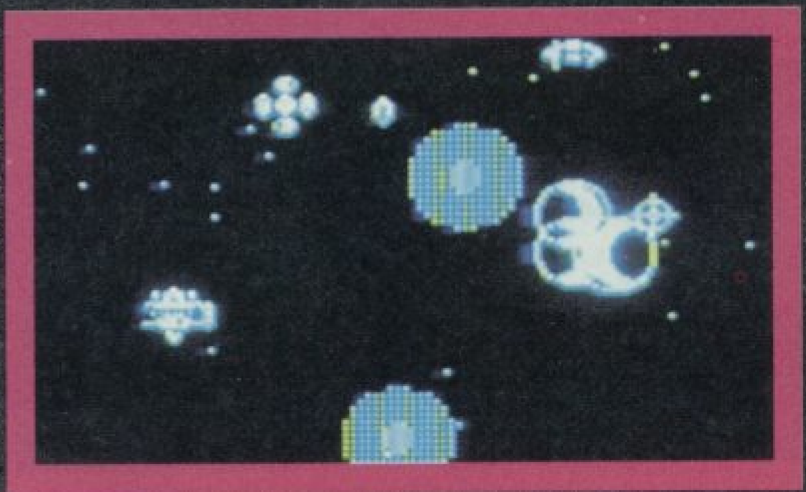
Space Satellites were first seriously proposed in the 1920's, but development was held up until more powerful rockets were invented.

The Moon is the largest known satellite relative to its parent planet: indeed the Earth-Moon system is often considered a double planet.

The first artificial satellite was launched by the USSR in Oct. 1957. Sputnik 1 was soon followed by a host of others mainly from the USSR and US. but also from the UK, France, Canada, West Germany, Italy, Japan and China.

It is now exceedingly hard to plot a safe path through all the orbiting metal garbage. The day for a massive space clean up has been mentioned and can't be far off.

With the never ending controversy surrounding Ronald Reagan's Star Wars program it seems that the bunglers in the not-so-white White House are a long way away from realising the Great Wrinkly One's dream of stratospheric domination. Yet with SDI you, the wargaming public, may never get any closer.



Contolling a deadly satellite orbiting the earth from 100 miles you are the sole protector of the planet. Using a cross-hair cursor the satellite warrior must direct the satalite's defence system towards targets using the joystick. A cosmic prod on the fire button emits an awesome trail of laser death that will hopefully save the Earth and your Aunty Gladys who lives in Wopping.

Now we're talking. Zipping all over the screen dodging various debris, satellite parts, fighters, huge missiles and meteors at the same time as spewing huge pulses of electro-plasma from a little cross on the end of an umbilical cord, I was really getting into this!

Controls are very easy to get to grips with and provids the would-be star hero two

LICENC

LABEL:
The Hit Squad

MEMORY:
48K/128K

TAPE:
£2.99

DISK:
N/A



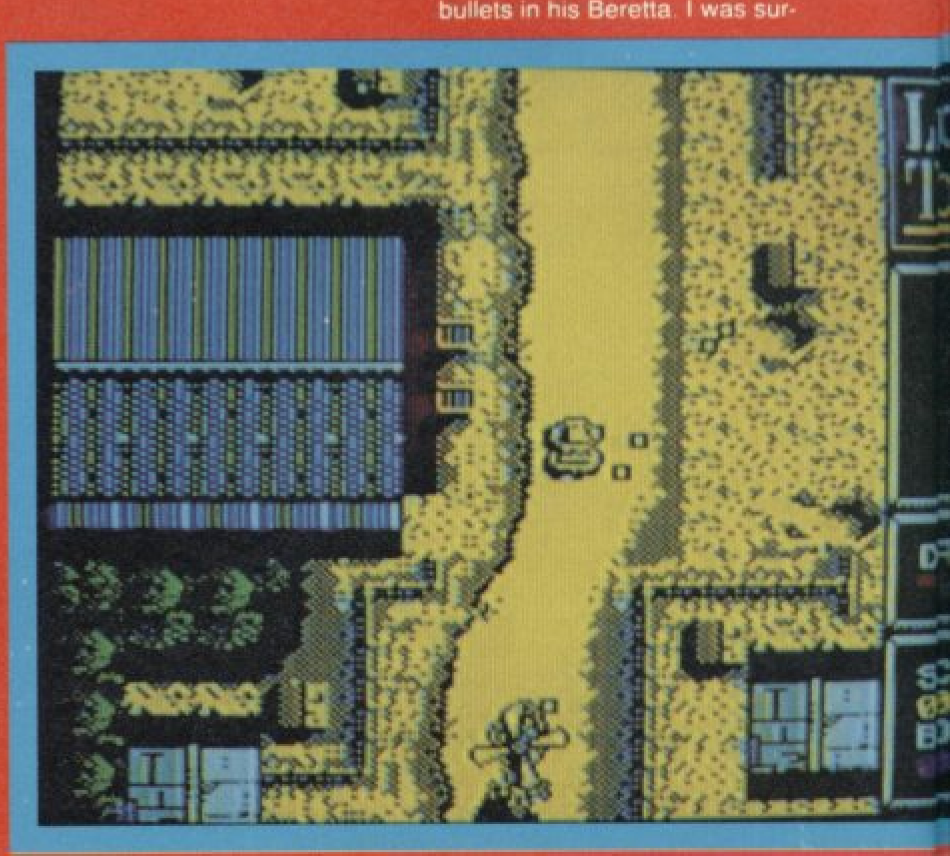
Garth's comment:
Some nice graphics have been spoilt here by the unthoughful use of colour. Luckily it's still a good blast!

To say that the Bond games have got a bad reputation would be an understatement, they are truly terrible. So anyone taking on one of these films' licences is really up against it. " The best Bond game yet" decries the box, which is a bit like saying Bananarama are the most successful all girl British band in history-true, but like Bond computer games, there's not been too much in the way of competition...

Split into six scenes, the game follows a cinematographic style. Everything scene has you chasing the machiavellian Sanchez as he attempts to escape the retribution that Bond is determined to administer. From the first Helicopter shoot-'em-up scene, pursueing the bad guy in his jeep, to the last show down of the 18 wheel trucks playing bumper cars!

Real care has gone into this release with some of the best sound I've heard on the Spectrum (gun shots, whirring helicopter blades and explosions). Interesting, detailed and colourful graphics and a variety of different game styles all hint towards a monumental game. So what throws the Beretta 9mm or Walter PK45 in the works? That old nemesis of computer games - CONTROL. Honestly I've had more luck juggling snow flakes in the Sahara.

Poor control is nowhere more apparent than in the second scene. Bond is pinned down behind some barrels by Sanchez's henchmen with only 15 bullets in his Beretta. I was sur-



options. Whilst pressing the fire button the satellite will either stay still as the cursor moves about it or it can move with the sight at the same time. An additional player can play simultaneously either controlling the macho moon via the keyboard or taking the role of destructor and firing with the joystick.

Graphics are a bit lacking in all departments, but what's there is appealing enough, where as the sound that accompanies each explosion grinds menacingly and fuels your enthusiasum for more mayhem. Extra cross-hairs can be obtained by grabbing special pods and at the end of each round your performance is shown by a statistical bar chart. Nice.

Not a bad little game and what's there is very enjoyable. I wouldn't fancy it's chances with a die hard shoot 'em up fan though, it's just a tad too easy. If your looking for original game play something like St Dragon meets Missile Command then check this out.







Scores

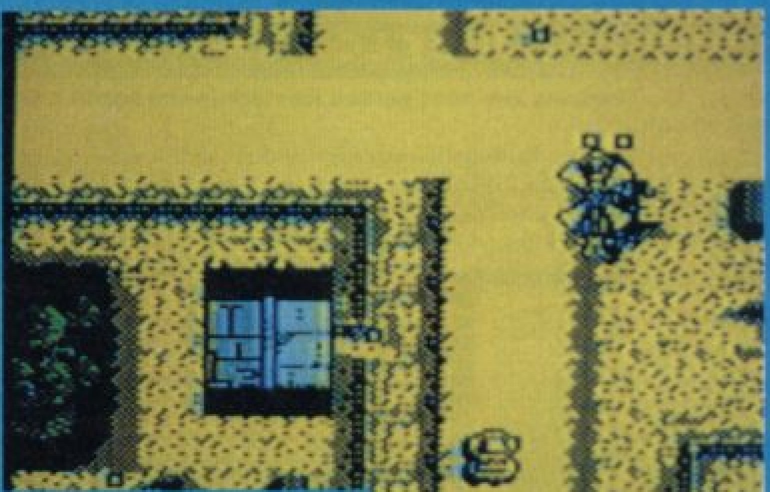
GRAPHICS	65
SOUND	74
PLAYABILITY	84
LASTABILITY	74
OVERALL	70%

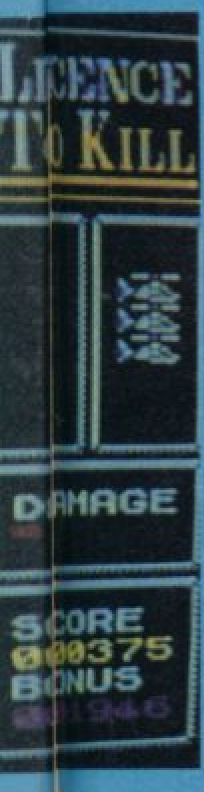
Steve Keen

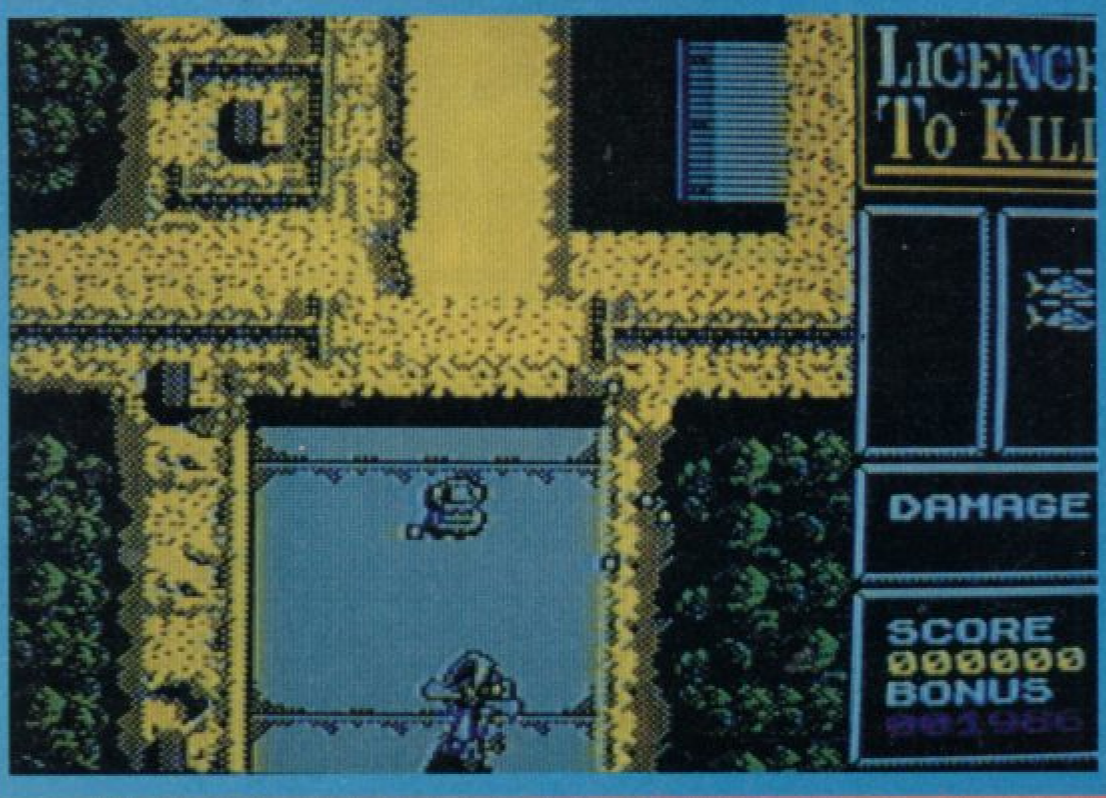
CE TO KILL

rounded, did my best to take aim and...killed three oil drums, shot 11 bullets over a shed and, if the program had allowed, could've put one slug in my own foot! I got so fed up I decided to cut my loses and the rest of my lives and run! That's right - Bond secret agent ran away. I must have got 64 pixels before I was cut down in the dust.

If anyone out there can complete this without a cheat you're a better agent than me mister. Pity because this one could have gone against the grain.







Scores

GRAPHICS	79
SOUND	85
PLAYABILITY	60
LASTABILITY	64
OVERALL	69%

Steve Keen

James Bond himself would have had a job completing this mission. It's just as well Timothy Dalton managed it in two hours and 13 mins. Shakes, but definitely doesn't stir!

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BOOKS

GREENMANTLE
Charles de Lint - £7.99

Based on the folktales of Italy and Old England, this thick fantasy volume deals with the legend of the horned God Pan and the secrets of the dark forests... the lives of all the main characters are changed forever when they encounter the reality behind the old gypsy tales. Spooky stuff for those of a mystical turn of mind.

MAN-KZIN WARS II
Niven & Dean Ing
Orbit - £3.99

Born and bred as hunters, the Kzin are the Predators of Larry Niven's Known Space fictions. In this volume the furry Kzin, after another sound drubbing from the less reckless human space navy, retire to lick their wounds and come back fighting. Two novellas, by Dean Ing and Jerry Pournelle and S M Stirling, carry on the interstellar rumpus in this exciting volume.

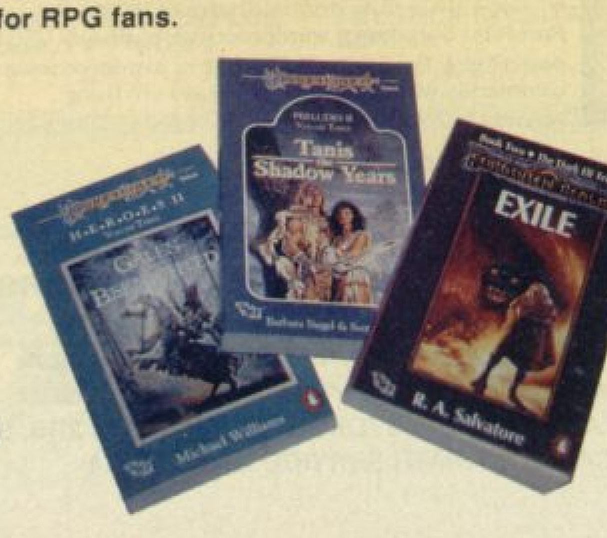
ANGEL STATION
Walter Jon Williams
Orbit - £4.50

This space opera is the tale of Ubu and Maria, brother-and-sister misfits and outlaws engineered for deep-space exploration. Left a singularity ship and a pile of debts by their gene-father, the pair live by theft and gambling until they break free of Angel Station and head into space, where the adventures that await them surpaass even their wildest imaginings. Rousing high-tech adventure with a cyberpunk feel.



TSR NOVELS
Various Authors
Penguin - £4.50

Another bunch of Dragonlance/Forgotten Realms-based novelisations include Exile, Book Two of the Dark Elf Trilogy by R A Salvatore, in which elven hero Drizzt fights for a home in the sinister Underdark; Heroes Two Volume 3, Galen Beknighted by Michael Williams, wherein Galen Pathwarden dares the dangerous ways of Solamnia in search of his missing brother; and Preludes 2 Volume 3, Tanis, the Shadow Years, by Barbara and Scott Seigel, in which Tanios Half-Elven searches the mountains of Solace for a dark secret. Formula fantasy adventure for RPG fans.



GEAR



If you're a musical dude but you don't want to lay out thousands of pounds for a keyboard, a synthesizer, a sequencer, a drum machine, and loads of other units, why not plonk down £249 in your local music shop and say "Please Mister, can I have a Yamaha QY10"?

If you do, he'll probably give you one. The QY10 is the size of a videotape, but contains a multi-timbral synthesizer, eight-track sequencer, drum machine, composer and mini-keyboard. The eight song memories are programmed by entering a series of chords in step time or real-time, and choosing from the 99 preset or user-programmable drum/bass/chord accompaniment patterns, which include everything from rock'n'roll to salsa, with lots of funky drum breaks.

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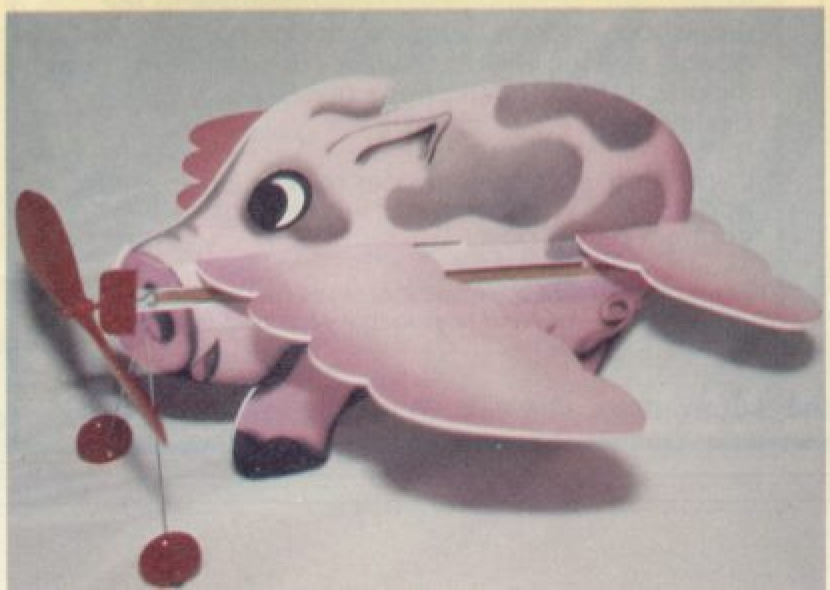
MENACE ON WHEELS

You don't have to be a tiny to know who's the comic-strip hero of endless scrapes, jolly japes and fiendish fooleries? It's cult figure Dennis the Menace of course - you know, him with the stripey jumper, the zany haircut and the leery grin. Oh, and the wiry dog, Gnasher. Well, you can now own your very own motorised Dennis, complete with skateboard and kneepads - turn his front axle to perform cunning stunts, tip him back to do a wheelie, run him over your Grannie's bad foot

Dennis runs on a single penlight battery and costs £4.99 from Toys'R'Us and other fine stores.

PIGS CAN FLY!

Oh yes, and New Kids On The Block play their own instruments. Actually one of those statements IS true, because with a Porky Pig Loony Flyer from DPR Models, aerial bacon rolls become a reality. The easy-to-assemble 10-inch lightweight foam model is powered by a high-tension elastic band with a plastic propellor, has adjustable wings and tail, and comes complete with landing wheels. Available from toy and model shops, in the same £4.99 series there's Pinky the Elephant, Freddie the Fish and Sheepish Sam the Flying Lamb. So next time you see a UFB (Unidentified Flying Beastie), you might not be hallucinating after all...





TOO RAD FOR WHEELS

Still on the subject of flying things, you don't have to strain your brain making paper darts any more - Radical Flyers from Just Kid'N Ltd are the cool way to fill the skies this Summer. The hand-launched, long-flying, high-impact polypropylene darts are conmpletely transparent, and decorated with rad, def and well wikked graphix (Andrea made me say that). PLUS!, apart from one large flyer for your £3.49, you get two miniature coloured flyers, so you can have races, or something. Keep your head down...

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